World Guide Q&A

PERSONA
P3
背中をあずけられる仲間。
SANADA AKIHIKO
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Who is a favorite
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P3 PERSONA3 Anything-Goes Q&A

The spectacular world and lore of Persona 3 are a riddle wrapped in a mystery wrapped in an enigma. Join a host of familiar faces from P3 as they help answer any and all questions you might have!

Shuji Ikutsuki ("S"): Welcome to Shuji Ikutsuki…

Aigis ("A"): and Aigis's…

S & A anything-goes *P3* Q&A!

S I'm here today as a distinguished Shadow researcher and chairman of the board at Gekkoukan High School. I'm joined by…

A Aigis—a tactical humanoid weapon deployed for anti-Shadow combat. Together, we'll provide answers to any and all questions you may have. But, Ikutsuki-san…

S Hm? What is it, Aigis?

A Correct me if I'm mistaken, but didn't you die after falling from the observatory?

S Don't be silly, Aigis. Unlike the real me from the game, this me is a talking head brought in for the purposes of answering questions. That means resurrection is fair game. My personality's a little different, too. I hope you don't mind too much.

A A different personality… Does that mean you won't be making puns anymore?

S Oh, I will be.

A Tch.

S A-Aigis… I don't remember you being the type of girl to click her tongue…

A Why don't we cut the crap and get on with the discussion. Or would you like this Five-Barreled Medusa to start spraying lead?

S Hmm… I don't think I'm up for a chest full of bullets. Alright then, let's kick it off with our first question!

Nyx

Keywords 01

Nyx Analysis

Nyx as she appears after descending over Tartarus. It's difficult to judge by appearance alone whether her composition is organic or inorganic.

Q Without mincing words, what is Nyx's true identity?

S To talk about that, I must first tell an old tale. Long, long ago, in ancient times, there existed a massive life form the size of a planet drifting dormant through outer space. One day this lifeform, known also as a "planet eater," collided with Earth, where life had only just taken root. The probability of that impact must have been one in a billion—no, one in a trillion. At any rate, it marked the first contact between Nyx and life on Earth.

A So Nyx was born in outer space? I'm surprised the Earth didn't crumble then and there.

S That's because the materials from which Nyx is composed operate under a different set of physical laws than those that govern Earth. Even so, the impact of the collision was violent and immense. The shock broke off a fragment of the Earth, which flew into the sky to become the moon. Nyx's vibrational essence—her spirit—remained with the planet, while her physical essence—her flesh—resided with the moon. But it was her spirit that was the more dangerous of the two. You see, the vibrations it emitted were capable of annihilating all life on earth. Needless to say, Earth's creatures, primeval as they were, cherished life instinctively, and managed to resist Nyx's deadly vibrations. And so life persisted. It evolved explosively, and in time acquired a weapon with which it could oppose Nyx. This weapon is what psychologists commonly refer to as the "collective unconscious"—the shared informational domain of all life on Earth.

A But…how is that a weapon? Was it some kind of supernatural power they used to beat Nyx down?

S No, no. Those living on Earth managed to seal Nyx away in their collective unconscious. The driving force behind her containment was "repression," which stemmed from a fear of death and a desire to keep on living. One can't deny the irony that it was Nyx, an entity meant to embody death, who spurred Earth's life to evolve such complex mental faculties. In Greek mythology, Nyx is depicted as a goddess. Perhaps man was aware to some extent, all those ages past, that she was in fact the mother of life.

A mythical representation of Nyx personified. Also known as the Night Queen. Viewed by some as a Mother Earth goddess.

A That's quite profound.

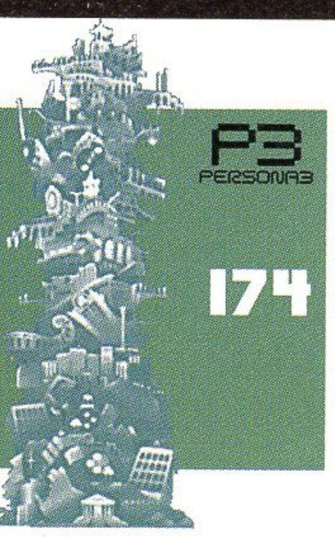
S Now that I think about it, it's thanks to Nyx I can say all these rad puns.

A And for that I'll never forgive her.

S You wound me, Aigis… Anyway, as long as living things—especially humans with powerful and complex mental faculties—fear death, Nyx should continue to be sealed away in their collective unconscious. Of course, we had a very close call with that during the game. Just when Nyx was about to be restored and wreak havoc, she was once again sealed away by the power of the Universe your leader obtained. Tsk, tsk. What a waste.

A Even after dying, you still haven't learned your lesson… By the way, what happened to Nyx's "body"?

S After assimilating with the moon, Nyx's body gradually began repairing itself, healing the wounds it had sustained from the impact of the collision. By the time the game takes place, I suspect that process was all but complete. But because it was no more than a husk, all it could do was wait idly until the seal on its spirit was lifted. This is precisely what happened, and after the battle with Nyx Avatar, it was summoned to descend by its unshackled spirit. But after the spirit was once again sealed away, it quietly went back



特別課外活動部・活動レポート

11/17(火)　報告者：天田乾

美鶴さん……それ、真面目に言ってるんだったら、ちょっと女性としての危機意識を学んだほうがいいと思います。京都でヘンなナンパとかに引っかかってないといいんですけど。大丈夫かなあ……。

というわけで、今日からみなさんは修学旅行です。寮にいるのは僕とコロマルだけ。普通の寮で、初等部の生徒ひとりと犬が1匹だけなんて言ったら問題ですけど、僕らはこれでも特別課外活動部の一員ですからね。少なくとも防犯面はバッチリ安心です。泥棒の方に同情してあげてください。

それじゃ、お土産楽しみにしてますね。

11/18(水)　報告者：天田乾

みなさんが出かけて二日目です。

寂しくはないけど……ちょっとコロマルとふたりきりだと、間がもたなくなってきたかもしれません。

アイギスさんみたいに、コロマルの言葉がわかれば良かったんですけどね。

とりあえず今日は、学校が終わってからコロマルを連れて散歩に行ってきました。ただ、ちょっと計算違いで……コロマルの散歩コースを忘れてました。徒歩でムーンライトブリッジ渡って、ポートアイランドまで行って、寮に帰ってきた時間が……。

さっきようやく晩ご飯食べたところですよ。今日はもう寝ます。おやすみなさい。

to being the moon again.

Q What exactly was the Fall Nyx was supposed to bring about?

A Yes, what was it?

S As I said before, Nyx's spiritual form has been sealed away in our unconscious. Liberation from that bondage would mean her freedom. She would reunite with the moon her flesh had become and regain her true form, ushering in the Fall and ensuring Earth's doom. As a matter of fact, this event has come near to transpiring several times throughout Earth's history.

A Truly?

S Think about when a huge war breaks out or a deadly epidemic starts to spread. Thoughts of the end times start taking hold in people's minds. They grow tired of living. They can't stand to do it anymore. Such ideas weaken the force that pins Nyx down—people's fear of death—and, ironically, serves to bring Nyx's liberation closer, along with the doom her release would entail. The "book of prophecy" I mentioned during the game is a chronicle of the apocalypse as it appeared in various eras throughout history, and with the hints it provided, I was able to discover a means by which Nyx could be liberated. Pretty amazing, huh?

A Amazing…ly evil.

S Your words are more harmful than any bullet…

A But…how did people manage to stave off the apocalypse back when S.E.E.S wasn't around?

S Ah, an excellent question. Well, for starters, when you only have hundreds or thousands of people praying for the end, Nyx's seal will just be partially weakened. After all, it's not often you get a huge number of people all wishing for death. Moreover, humans have created a conceptual apparatus within their unconscious that opposes Nyx, and with it have fortified their own psyches.

A This is complex stuff.

S In a word, that apparatus is "mythology." Most times, it depicts a beneficent deity vanquishing an evil one and saving the world from ruin. The existence of these deities has helped stabilize our unconscious repression and strengthened the seal on Nyx. However, in our modern age, with all its scientific and technological advances, its impact has diminished. Quite the opposite, religion now sometimes drives people *toward* apocalyptic ideology. Especially in a society with such sophisticated information technology as ours, a fractional trend toward armageddon, which would otherwise constitute no more than a local phenomenon, can sweep across the globe in the blink of an eye. The apocalypse in this game originated from Kirijo's experiment, but even without that impetus, it's possible the end wasn't far off. Yes… Perhaps this weekend…would have been the world's end.

A You know, this Kiss of Athena sprays lead, too.

S Oh, you're ice cold. Shall I summon Nyx again?

Official Comix by Motoi

特別課外活動部・活動レポート

11/19（木）　報告者：天田乾

修学旅行3日目。

今日はみなさん、どのあたり回ってるんでしょうね？　やっぱり観光地で定番の清水寺や京都御所は初日あたりに行ってるだろうから、ちょっと足を伸ばして行く金閣寺や銀閣寺あたりでしょうか？

もしかして、行ったことないのにずいぶん詳しいなって思ってます？　えへへ。じつは、さっき受付の端末使って、京都観光のサイトをあちこち見てました。

京都、いいところみたいですね……。

あ、別に行きたいって言ってるわけじゃないですよ？　単に美しい景色に感動しちゃってるだけですから。あ、もしどなたかが、もう一度行ってみようって気になるようなら、僕も誘ってもらえると嬉しいかもしれませんね。露天風呂とか最高ですよね。

……いや、別に催促してる訳じゃないですから。行きたければ、ひとりで行ってもいいんですからね。……明日、早く帰ってきてくださいね。道中、お気をつけて。

11/20（金）　報告者：真田明彦

月並みだが、やっぱりウチが一番、という感じだな正直に言って。そう、タルタロスでようやく転送装置を見つけ、エントランスに生還した気分だ……。

あ、天田はずいぶんと寂しかったみたいだな。まあ、そのうち旅行ぐらい誘ってやる。露天風呂……は、まあいずれ、な……。

S.E.E.S-R

Shadow

Keywords 02

Shadow Research

Q What are Shadows?

S They're what follow you on sunny days.

A Not that kind of shadow.

Bang!

S Ouch, Aigis! Fine. To answer your question seriously, Shadows are pieces of Nyx.

A So they aren't like her minions or children?

S Remember how I explained earlier that Nyx is being suppressed in the depths of our collective unconscious? What that means is that Nyx exists deep within the psyche of every living thing—on a level below the unconscious.

A I'm with you so far.

S So imagine if a certain living thing—Iori, for instance—were to say, "I got a zero on the test. What's the point in living anymore!?" and stopped resisting Nyx in his unconscious? What do you suppose would happen?

A I guess Nyx would come slithering out of his heart.

S That's right. More precisely, a piece of Nyx would break free of his unconscious. That piece of Nyx—of her spiritual form—is in fact what we call a Shadow.

A For something that's part of Nyx, it sure is runty.

S That's because it's just a tiny, infinitesimal piece of her. Aside from a few special abilities and an immunity to conventional physical attacks owing to their spiritual nature, Shadows don't possess much power at all. However, to the life forms who harbor them, Shadows are very important indeed.

The first Greater Shadow—the Magician Arcana. As befits an Arcana, it possesses an anonymous, amorphous shape.

A How so?

S Well, because it's their fate to carry a Shadow—a fragment of Nyx—deep within their psyche, all living things on Earth necessarily have a limited lifespan.

A But aren't living things thought to have a lifespan ordinarily?

S That *is* the prevailing knowledge held by those on Earth today. But think of the primordial life forms that existed on this planet long ago. Organisms like amoebas, for example, could grow repeatedly and indefinitely by means of cellular division, and did not die unless eaten by another creature. As I explained earlier, Nyx served to promote an evolutionary explosion, but the cost that came with it was a limited lifespan. It's also important to note that the Shadows incorporated into living things' psyches are themselves an important component of our mental makeup. Losing this fragment is equivalent to losing one's psyche altogether—especially for organisms like humans with a sophisticated psychic constitution.

A So is that why…?

S Exactly. The reason why Shadow people—humans who've succumbed to Apathy Syndrome—become like empty shells is because they've lost the Shadow—the fragment of Nyx—that was contained within their psyche.

A Now I understand.

Q What exactly does it mean to be "eaten by a Shadow"?

S I think we already know the answer to this one. It isn't that Shadows actually *eat* humans. Rather, humans give rise to Shadows, and, as a result, shell-like Shadow people can emerge. However, when we witness the phenomenon of a person being drawn into the Dark Hour, their Shadow enveloping them, and that person succumbing to Apathy Syndrome, it appears as though their psyche is being eaten. During the game, Yamagishi's close friend Natsuki heard the "call of the Shadows," but this voice also belonged to the Shadow in her heart. Those who forget that death lurks inside them and live without purpose will stray into the Dark Hour as their Shadow desires, and thereupon be reduced to a husk. Scary stuff, huh? However, Natsuki's case is unique in that her experience inside the Dark Hour restored her will to resist death, which is why she didn't end up becoming a Shadow person. Though they're incredibly rare, such people *do* exist. Humans truly are something!

A Are you finished yet? On to the next question.

S (Sob)… You know, questions aren't the only thing that can be broken down.

Q What are the Shadows after?

A Even *I* know the answer to this one. They want to bring back Nyx. Except, according to you, the Shadows already *are* Nyx…

S Indeed they are. So technically speaking, their main goal is to return to prime Nyx—Nyx as she's meant to be. Having been reduced to small shards of her power, their first recourse is to try fusing with other shards—their fellow Shadows. Whenever a certain number of Shadows manage to combine, they take a step toward returning to full power as prime Nyx.

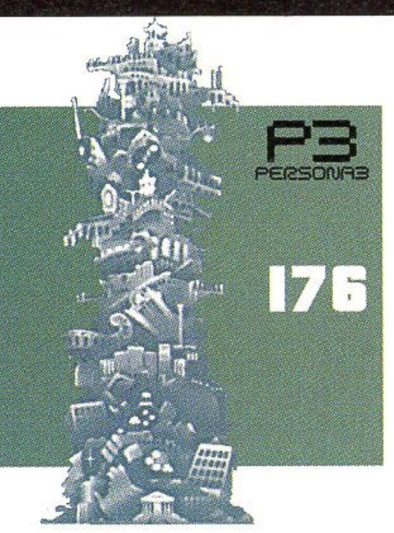
A Come to think of it, those powerful Greater Shadows that appeared whenever there was a full moon were created artificially by assembling Shadows during Kirijo's experiment. So does that mean…?

S Exactly. And they can form without being assembled forcibly. If uncertainty girdles the globe and apocalyptic ideology spreads, Greater Shadows will appear on their own—though it may take some time. In turn, these will fuse and eventually bring about Nyx's resurrection. After all, that's the reason they exist.

A Hmph. And *we* exist to put those Shadows down.

Illustrations Gallary

福島県　山田由紀子　ナイスアイディア！　これでもう黄金色のアイツに、悔しい思いをすることもなくなりそう。いや、マジでこんなアイテム欲しいんだけど……。



特別課外活動部・活動レポート

11/21（土）　　**報告者：伊織順平**

ういーっす、順平っス。

天田、留守番なかなか大変だったみたいじゃんかよ。だと思って、オレがせっかく買ってきた土産、どーして受け取ってくんねえのかねえ？　ホントに探すの大変だったんだぜ、「総攻撃」って書いてある金閣寺の置物。いや、オレもこんなんがマジであるとは想像もしてなかったぜ。

「愛」とか「友情」とか「努力」って書いてあるヤツはいらねえつーから、何か天田が喜びそうな言葉はねーかなーと思ってさ。オレの労働に対する対価を要求するー！

あ、労働で思い出しちまった。明後日から体験学習だよ……。こっちはバイト禁止の校則が嬉しいくらいに労働を避けて生きてきたってのに、なんでわざわざ授業でやんなきゃなんねーんだっつーの。

おまけに、少しでも面白そうな仕事選んでくれりゃいいのに、先輩たちの話を聞く限りじゃ、荷物下ろしか荷物運びか荷物担ぎのどれか、ってか全部一緒だーっ！

桐条センパーイ、なんか桐条グループの力とか使って、寮のみんなだけ楽な仕事に回すって裏技ないんスか？

とりあえず、オレ的希望は1時間に20分ずつ休憩があってー、お茶碗より重い物は持たなくてよくってー、ついでに一緒に可愛い子が働いてるといいかなー、いいかなー？

S.E.E.S-R

S Which is why you're so unwelcome to them. I said earlier that Shadows don't actually eat humans, but on rare occasions they will attack those who can wield Personas. That's because they possess intelligence of their own, and recognize the obstacle Persona users might pose to Nyx's return. Also rarely, Shadows *will* sometimes attack Adapters who wander into the Dark Hour. In those cases, they're trying to forcibly fuse with the Shadows repressed deep in those people's psyches.

A That's quite crafty of them.

S Isn't it? And when you think about it, aren't Shadows kind of cute looking?

A Out of curiosity, when was your last eye exam?

Q What meaning is there behind the various Shadow Arcana?

A The Shadow Arcana are classified by tarot cards ranging from number zero—the Fool—to number twelve—the Hanged Man.

S As I recall, you learned in class that tarot cards represent stages of human growth, correct? Shadow classification works in a similar manner, with each stage symbolizing a certain psychic inclination.

A So the higher the number, the stronger the Shadow?

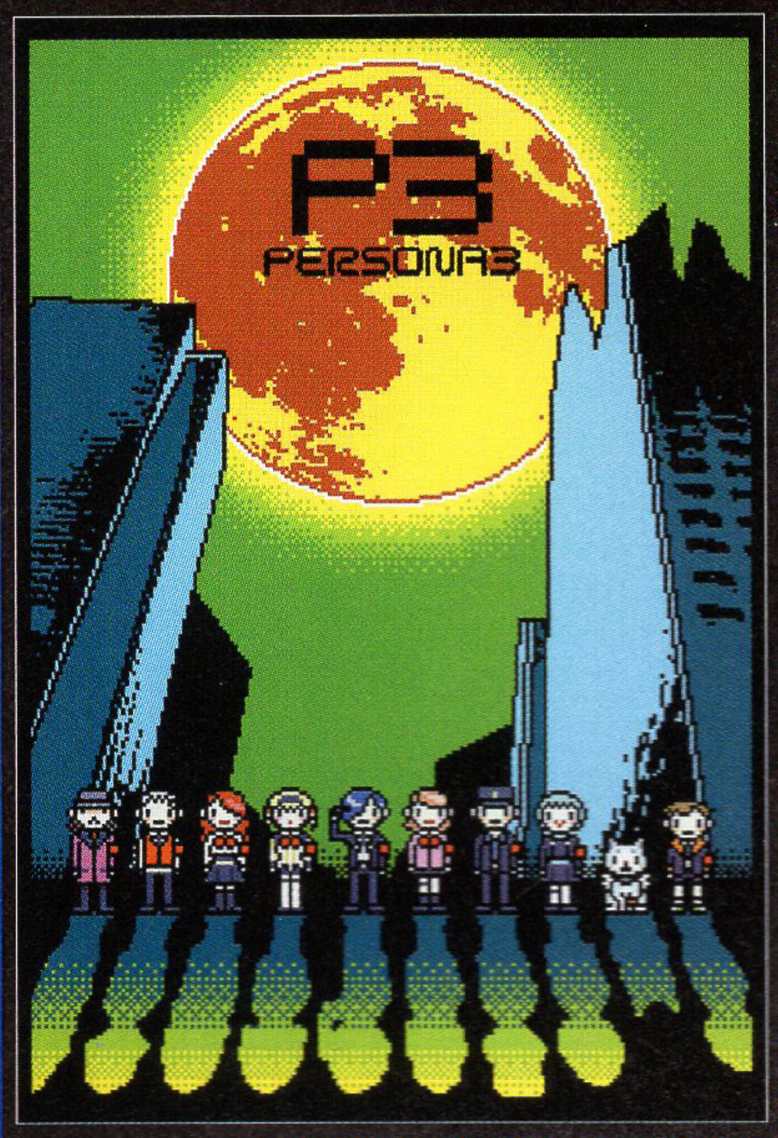
S Hmm… It's a little more nuanced than that. It's true that the higher the number, the more well-developed and formidable they are, but each also constitutes an important aspect of Nyx's whole. When all of these shadows and their unique tendencies are combined, they transform into Arcana number thirteen—Death. This Death Arcana is special. As implied by its alias—the harbinger of the Fall—Death signifies that the stage is set for Nyx's return.

A That would be Ryoji-san. Honestly, he was a bit of a pervert, but his loss hit hard.

Ryoji Mochizuki ("**R**"): You called?

A Brighid's Flame!

Illustrations Gallary



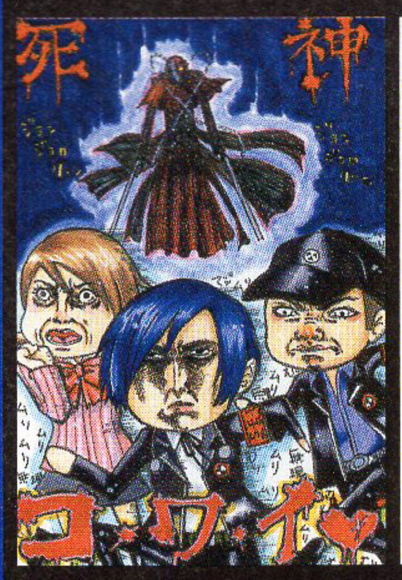
北海道　やきそば　ひと昔前のドット絵風味で、見事に美しい影時間を再現！　それぞれのキャラの特徴も良くつかんでてグッド。荒垣の口が可愛いの～。

栃木県　ナカトキマキ

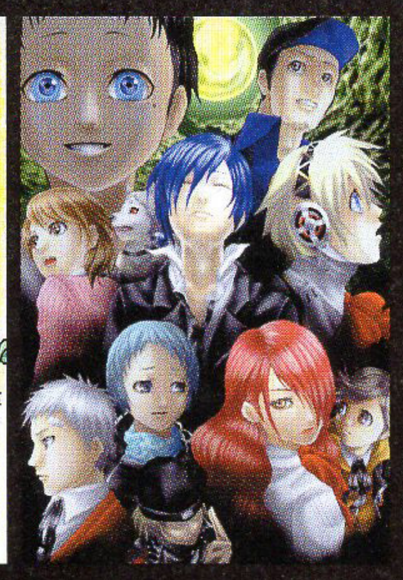
千葉県　千鳥ゆた

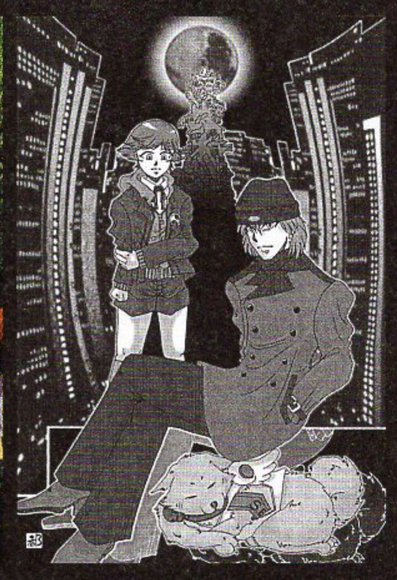
広島県　蒼柳セト

千葉県　スガ


岐阜県　ED

新潟県　きのさん


神奈川県　アステリア


埼玉県　石川都矢子

S Yowch! Hot, hot, hot! Seriously, why's a cute girl like you carrying around such a mean weapon?

A Shut up and die like a man.

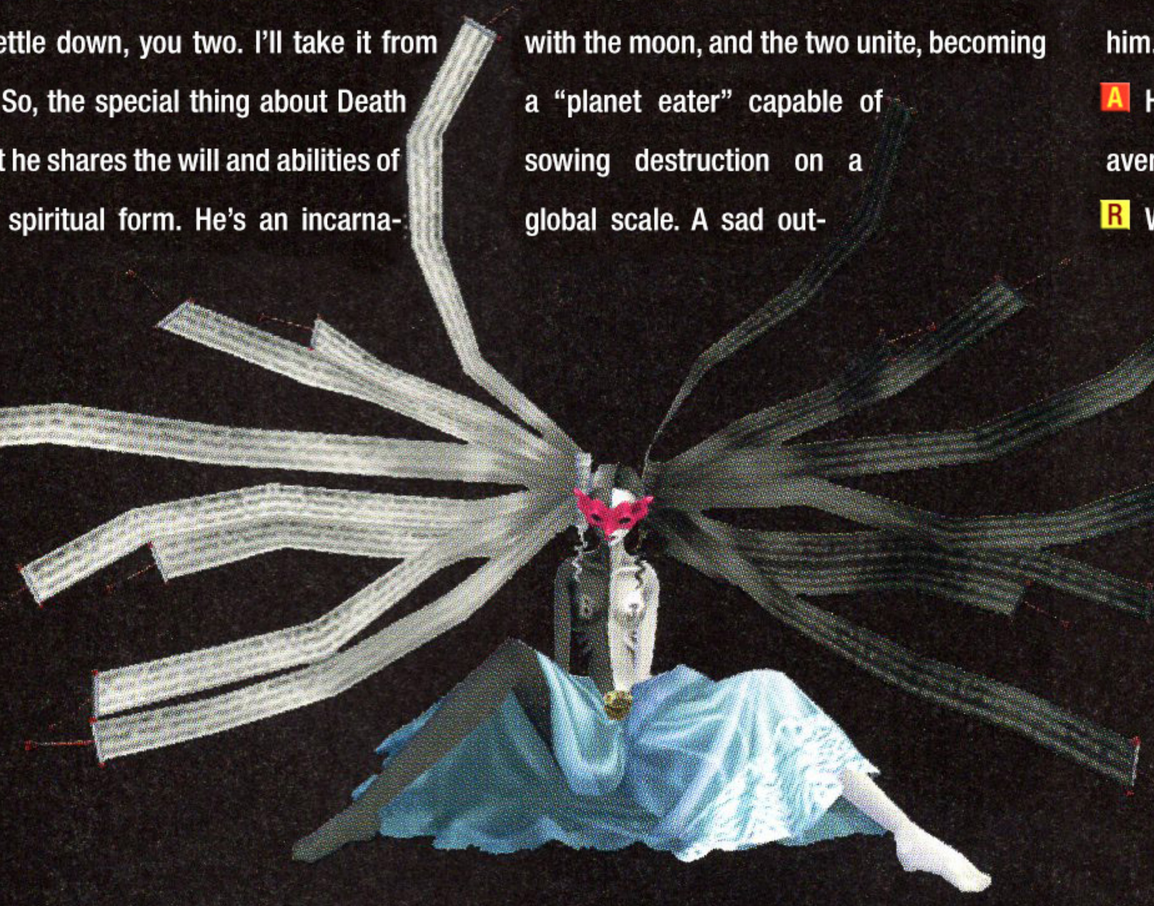
R Settle down, you two. I'll take it from here. So, the special thing about Death is that he shares the will and abilities of Nyx's spiritual form. He's an incarnation of Nyx—hence, "Nyx Avatar." That makes me, quite literally, the Grim Reaper. You know what comes next. Death calls forth Nyx's flesh, which has assimilated with the moon, and the two unite, becoming a "planet eater" capable of sowing destruction on a global scale. A sad outcome indeed. But my friend came to the rescue. He used the Universe as a foil and plunged me once more into the depths of the collective unconscious. I knew he had it in him.

A Hm? Could it be you're happy the Fall was averted?

R Well, the less said about that the better. Anyway, I'm off.

A Ah… Gone already. Surprisingly nice, isn't he? Hm? What's wrong, Ikutsuki-san?

S (Sob)… He took the joy of explaining everything away from me…



特別課外活動部・活動レポート

11/22（日）　報告者：桐条美鶴

――桐条だ。

伊織順平……甘えるな馬鹿者っ！

人が桐条の宗家まで、本当に仕事の話で出かけて疲れて帰ってきたかと思えば……こんなくだらん報告がお出迎えとは、怒りを通りこして呆れてくるぞ。

そもそも、桐条グループは体験学習には無関係だ。桐条が経営する学校の生徒を、桐条の会社に送り込んだら、楽させてもらえるに決まってるだろう。それでは、校外実習の意味がなくなってしまうじゃないか！

そうだな……今年は無理だが、来年なら君に向いた会社に放り込むよう手を回せなくもない。最近聞いた話だが、通販会社の時価ネットたなかの社長が、うちの校外実習の噂を聞いて、生徒を寄こさないかと打診が来ていたらしいぞ。あそこは、24時間フルタイムの過酷な労働環境で有名だからな。君のように、なかなか労働意欲が湧かないタイプは、黙っていても働かせてくれる。どうだ？　ビシビシ働かせてくれる、いい職場だろう？

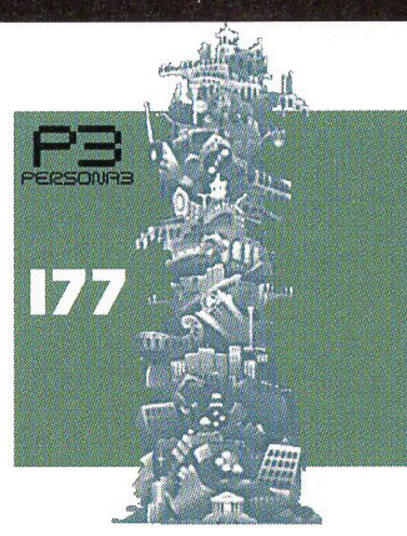
……うん、なんだか本格的にいつもの調子が戻ってきた感じだな。

やはり、私はこうでなくてはな。

伊織、君の馬鹿話のおかげで、どうやら少し元気が出たらしい。感謝するぞ。

さて、今日は影時間前に休むか……。

S.E.E.S-R



Q **Tartarus, the Dark Hour, Transmogrification, the potential—it's all so complex! I don't understand! Just sum it up for me, will ya!?**

S Well that's a rather intemperate question. I can tell the person who asked it isn't exactly a towering intellect…

Junpei Iori ("J"): Well excuse me for bein' such an idiot! Though I'm not sure a guy with more puns than David Spector has any right to question other people's smarts!

S Wh-what an awful thing to say, Junpei. Would you deny me this small source of relief from the emptiness that plagues me?

A He's right, Junpei. You're awful.

S What's this? Aigis coming to my defense? I could weep tears of joy!

A There's nothing more important to me than being mean to Ikutsuki-san. To think you would steal my turn at it…

S That's what you meant!?

J Never mind all that. Just gimme the deets already!

S Of course. Back on track. Ahem. Some of the points I touched on in earlier questions relate closely to a certain ability Shadows possess. This is as good an opportunity as any to break it down for you.

J "Certain ability"?

S That's right. It's an ability that can only be used once a certain number of Shadows have fused together—the ability to interfere with spacetime. As I've already explained, Shadows seek to gather together and thereby restore Nyx's power. However, unlike ordinary life forms, Shadows cannot operate in normal spacetime due to their spiritual nature. And so, in their quest for a place where only they could move about freely, the Shadows leveraged this unique ability and created an extraterritorial realm in a gap within time's normal continuity.

J You're talking about the Dark Hour, right?

S Precisely! That Dark Hour they created is a special domain unaffected by the phenomena of ordinary spacetime. But the flipside is that Shadows are incapable of meddling with the contents of our normal, everyday realm. As for Transmogrification, it's thought to be a visual representation of how people in places outside of the Dark Hour are completely unaffected by it. The hard, metallic appearance they take on basically symbolizes how they can't be hurt by Shadows.

J Man, this really *is* complicated. So what's different about people like us who can enter the Dark Hour?

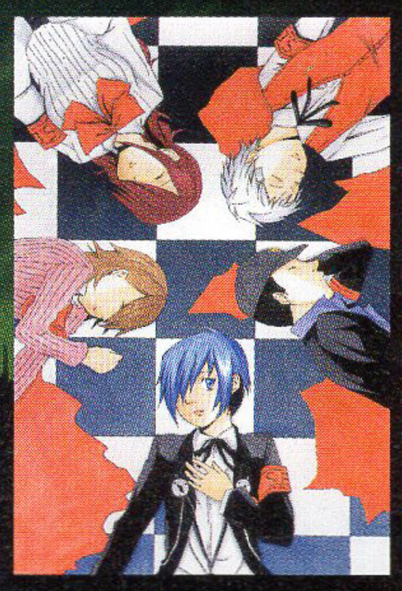
S You mean Adapters. Ordinary people simply repress the Shadow in their psyche, essentially averting their eyes. After all, they don't want to be thinking about death all the time. But there are some people who can face death head-on without being haunted by it. And there's a subset of these who can control the Shadow inside them and harness its power, albeit unconsciously.

A In other words, an Adapter is someone who's gained the ability to interfere with spacetime just like Shadows do.

J Alright, but what about Tartarus? That's the one that confuses me most.

S Yes, well… It's sort of like an antenna, I guess. Tartarus is a landmark from which Nyx's spirit can summon its moon-dwelling body. It's for that reason all the Shadows once bound inside the city's residents

Illustrations Gallary



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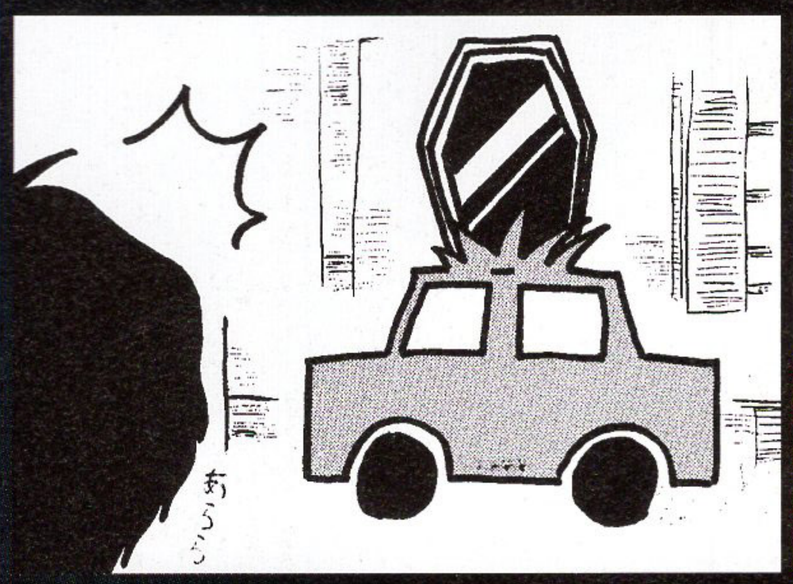

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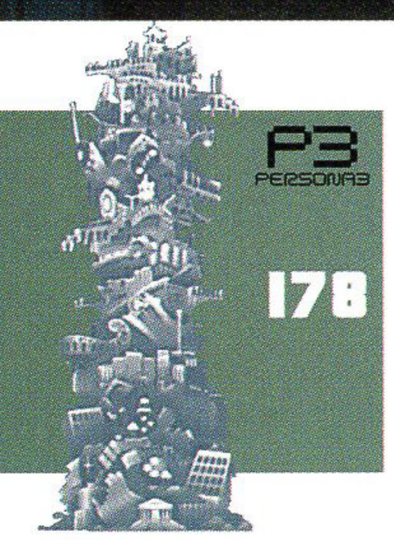


特別課外活動部・活動レポート

11/23(月)　　**報告者：山岸風花**

悲しいことが……起きてしまいました。
昨夜の、影時間のことです……。
う……ううっ……。

ちょ……風花。
やっぱ無理しちゃダメだって。
えー、岳羽です。

風花、キツそうだから、ここから私が記録します。　えと……どこから言ったらいいのかな。そう、昨日の影時間です。

風花がタルタロスの前に、ストレガの反応をキャッチしたんだけど、それがあのチドリさんで、順平の大切な。

ホントは彼女入院してたはずが、今日わかったんだけど……病院に襲撃があって、そのときに行方不明になってたって。で、そのチドリさんが、なんか急に順平に襲いかかってきて……順平のこと、本気で好きになってたのに、その気持ちがなんだかわからなくて、順平がいるから悪いんだって……馬鹿だよ、あのコ。ストレガの、あんな変態兄ちゃんにそそのかされて！

そ、そう。そのあと、ストレガの男ふたりも現われて、順平を撃って……。

ごめんなさい、そのへん、私も記憶がイマイチです。細かい状況は抜かして言うと、順平、一度は死に掛けてたんです。だけど、あの子のペルソナ……メーディアって言ったっ

gathered there, and through repeated fusion sought to restore the power of Nyx's spiritual form. The more power they amassed, the higher Tartaros rose, until eventually their goal was achieved, and Nyx's flesh—the moon—descended from the sky to fuse with her spirit, which by then had reached critical mass.

Q Why is it that only some mechanical devices—such as Mitsuru's motorcycle and Aigis's body—can still function during the Dark Hour when time has stopped?

S That would be thanks in large part to a certain mysterious material. It's something you wouldn't have been able to find on Earth originally—Plumes of Dusk.

A That's the item that lets you continue the game when you're playing on Easy mode, right?

S Correct. In fact, these plumes are tiny pieces of Nyx's flesh—the moon—that have peeled off and fallen to Earth. In other words, they're part of her body. They're merely called Plumes of Dusk thanks to how they resemble a bird's feathers. They exhibit properties intermediate between matter and information, and though belonging to Nyx—a literal incarnation of death—are imbued with vibrations akin to life. At the same time, they possess the ability to interfere with spacetime, just as Shadows do. As such, a machine constructed with a Plume of Dusk at its core will be able to function even in the Dark Hour. Kirijo's motorcycle as well as the Evokers you all use were built using these plumes.

A So does that mean…

S Indeed. A Plume of Dusk lies at the core of your assembly as well—two, to be exact. They've been crossed over one another in the shape of a butterfly to form a "Papillon Heart"—the largest in its class. This at once imbues you with a spirit identical to a human's and serves as a source of motive power. However, it's all but a black box right now. The fundamentals behind it have yet to be revealed in detail.

A That's heady stuff.

S Sometimes in order to oppose a mighty enemy, you need to harness the very power it wields.

Q What was the purpose of the experiment the Kirijo Group conducted 10 years ago? And tell us about Strega, too!

S It was Kouetsu Kirijo's accidental discovery of a Plume of Dusk, whose properties we just explained, that led the Kirijo Group to begin researching Shadows in the first place.

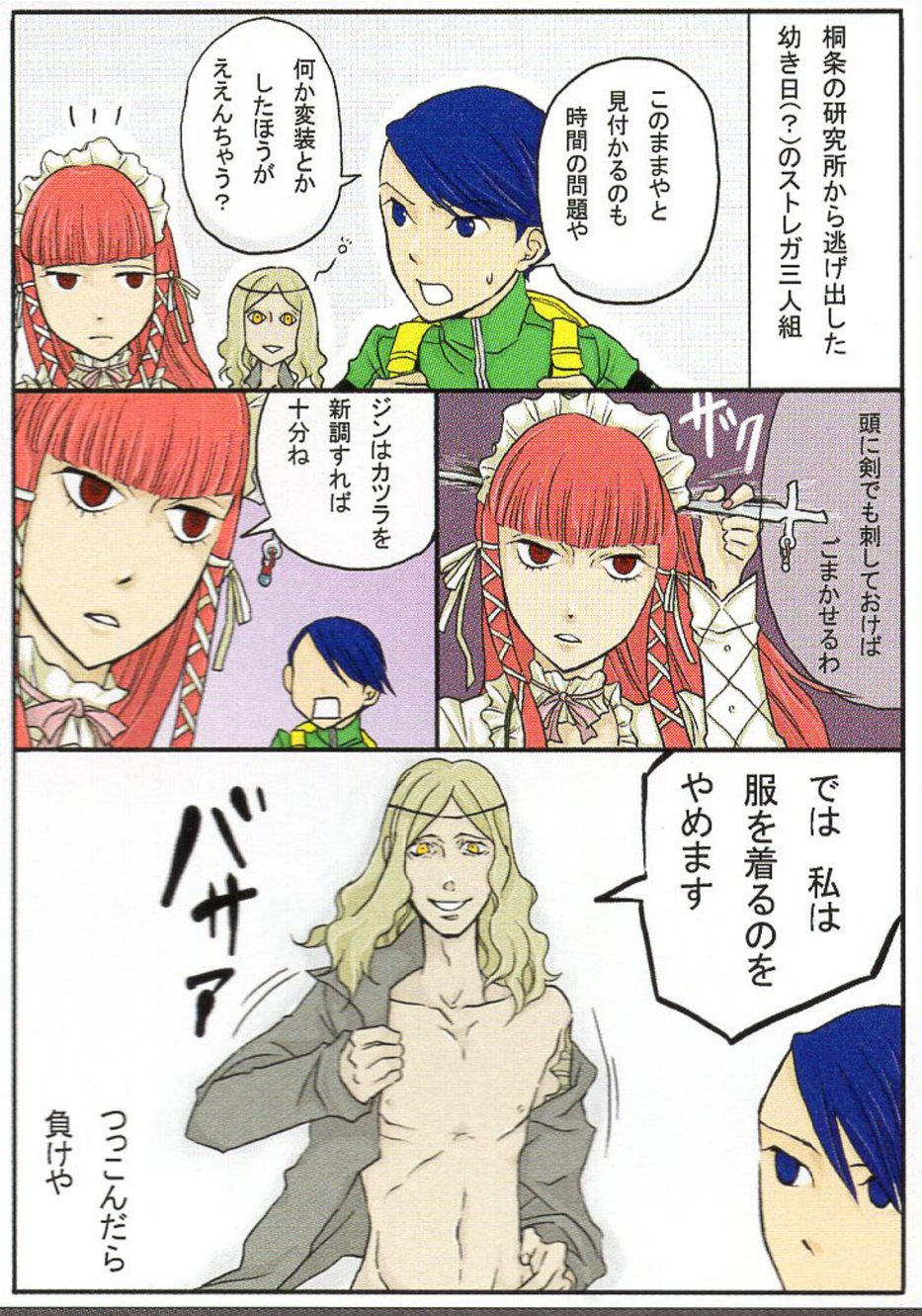
A Really?

S Initially, he likely sought only to unravel the plume's mysterious powers and put them to some use. But as his research progressed, Kouetsu gradually became aware of Nyx's existence. I believe these events are touched on in the game. Eventually, he became obsessed with apocalyptic ideology, and set to work trying to realize the advent of Nyx. This culminated in the experiment he conducted 10 years ago. Though the Fall ordinarily would require numerous people yearning for the end, Kouetsu sought to bring about Death by artificially gathering and forcefully fusing Shadows.

A A debacle which I helped solve by sealing Death away inside a certain someone. I was loath to resort to such a method.

S As you say. And that was when I, till then a nobody at the bottom of the corporate ladder, made my grand entrance. By enthusiastically accepting cleanup duty for Kirijo's failed experiment, I was able to significantly improve my position within the company, rising in authority until I was on equal speaking terms with Takeharu Kirijo himself. At the same time, I proved instrumental in establishing S.E.E.S—our answer to finding the missing Death Arcana—and managed to land a position as chairman of the board. And last but not least, after many travails, I found *him*—the one who would later become your leader.

Official Comix by Motoi



A You really are the worst. But what about the members of Strega? How were they created?

S Ah… Let's just forget about that.

Takaya ("T"): Forgetting about it…won't make it go away.

Jin ("J"): That's right! You keep spoutin' that shit and I'll rattle your molars!

S *Gulp* It's you guys…

T Allow us to explain this one on your behalf. In his research on Shadows, Ikutsuki had already confirmed the existence of Personas capable of resisting Shadows. However, the conditions for wielding them were not rigorously understood. And so Ikutsuki tried to produce artificial Persona users by gathering up children and repeatedly subjecting them to inhumane experiments. Out of dozens of specimens, only a handful—including ourselves—survived.

A But why go out of his way to use children?

J Prob'ly 'cus the first Persona user Kirijo identified was that Mitsuru girl. Anyway, we all turned out to be failures who couldn't get by without a regular fix. Though now that I think about it, I guess there's guys like Aragaki who were still wrecks despite awakenin' naturally.

T At any rate, we cut ties with Kirijo and made off with a considerable amount of suppressors. The rest of the specimens—the ones who didn't flee with us—all went missing during the first sweep of Tartarus. And so Ikutsuki's plan to create artificial Persona users was sealed away, every piece of evidence scrubbed. But I don't resent him terribly. Thanks to what he did, we managed to make it one step closer to the Fall.

A That's heartbreaking. By way of apology, I'll make sure Ikutsuki-san gets a real good thrashing.

S Y-you don't mean that, Aigis…

Evokers are also constructed using Plumes of Dusk. Though it's hard to make out, this is the element visible on the grip.

特別課外活動部・活動レポート

け。そのペルソナの力で、順平に命を与えて……。メーディアの力って、風花のユノと正反対の力、命を感じ取るんじゃなくて、自分の命を外に放出する力なんです。それであの子は、その前に私たちと戦って弱ってたのに、残った命を全部順平に……。

ごめんなさい。私、まだ混乱してて、うまく言えない。ホントは、こんな簡単に言えることじゃなくて、もっと……もっと……っ!

ゆかりちゃん……私、もう大丈夫だから。交代しよ。ね。

山岸です。報告、引き継ぎます。

チドリさんは亡くなりました。その代わり、彼女の命をもらって、順平くんは無事です。ですが、ストレガのタカヤとジンと名乗るふたりには、逃亡を許してしまいました。

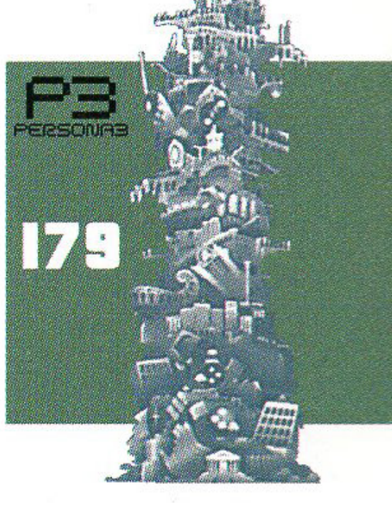
今日の状況ですが、順平くんはどこかに行ったっきりです。すごく心配ですけど、最悪の事態になることは、たぶんないと思います。

順平くん、自分の命がチドリさんにもらったものだって、ちゃんとわかってました。だから、たぶん大丈夫です。

チドリさんの遺体は、現在、桐条のほうに移されてます。身元とか調べなきゃいけないから……お葬式とかどうするのかな。

とにかく、私たちは順平くんの帰りを待ってます。きっと、大丈夫です。

S.E.E.S-R



The Persona summoning process requires a great deal of courage. Feeling fear is key to accomplishing the task.

Igor (" I "): Now, then… I, Igor, Proprietor of the Velvet Room, will be your host from this point forward, along with…

Elizabeth (" E "): "Going up?" That's right, it's me, Elizabeth, everyone's favorite elevator attendant, and the real Proprietor behind the Velvet Room's curtains.

I After all, I'm somewhat of an expert when it comes to explaining Personas.

E He's been holed up in the Velvet Room well past his prime, and it would please him to be of some use.

I …What was that, Elizabeth?

E Apologies, sir. Like Ikutsuki and Aigis before me, I'm different from how I was in the game. Please forgive any outbursts or impropriety on my part.

I W-well, I suppose I'll overlook it this time. Now, let us hear the voices of those who have lost their way.

Q Exactly what sort of power is the Persona potential?

I Hmm… I suppose this question is about as elementary as you can get. As has already been explained, only those who are willing to stare down the death inside themselves and strive for power over it will be able to adapt to the Dark Hour. And among these are a rare few who can wield the power latent within themselves howsoever they wish. These people are commonly referred to as "Persona users," and the latent power inside them as the "Persona potential."

E But Personas take the forms of deities and demons. Why might that be the case?

I Well, I suppose you could say it's done in order to properly channel their powers. By giving a name and a shape to a force that, in its natural state, persists vaguely in the chaos of the unconscious, one can transform it into a power that acts in accord with the will of its Potentate—the Persona user it belongs to. In our case, it is more effective to have it take the form of a deity or demon that already exists as legend or folklore. Such a foundation lends stability to its power. At the same time, the Potentate's inner self also plays a role, with each Persona taking on a form befitting the one who wields it. Hence why Personas are said to be another version of one's self.

A full view of the Velvet Room, which is hard to get a good look at during the game. Are some of Elizabeth's collected items included in the decor?

Persona

Keywords 03

Persona Commentary

Q What is the logic behind summoning Personas?

E During the game, I believe all of the Persona users used an Evoker shaped like a gun.

I So they did. Almost all of the other Persona users I know are capable of summoning without need of such an instrument. But that's not to say the members of S.E.E.S are inferior in any way.

E What do you mean by that?

I I think it likely the Persona users we saw in this game are also capable of summoning with no power but their own. In fact, Koromaru, who, if you recall, had no Evoker, was able to repel his share of Shadows.

E So does that mean Evokers are a superfluous device?

I I wouldn't say that. More precisely, one ought to think of them as equipment for stabilizing the summoning of Personas. As for the principle of their mechanism…

E You shoot it at your head and it pushes a Persona out of your heart like shirataki noodles. Something like that, right?

I S-surely you jest. That's not even remotely correct. To begin with, no bullets actually come out of an Evoker. However, knowing the device will not shoot is one thing; aiming it at one's head and pulling the trigger is quite another.

E It certainly seems like a terrifying thing to do.

I Precisely. And it is terror which is key. In feeling that fear of death, one becomes acutely aware of their unconscious, and the darkness in its depths that ordinarily is repressed. The instant this happens, a hole forms in the boundary of one's unconscious—a tear in the fabric that separates it from the rest of the psyche. Next, invisible "chains" are cast into the repressed part of the psyche and used to forcibly dredge up the Persona lying there in wait. It takes a keen ear to hear it, but this is why there's a very subtle chain-pulling sound effect audible during Persona summoning scenes.

E Holes and chains make for a rather murky analogy. Could you pinpoint what exactly makes things work?

I As a matter of fact, the Evoker's crucial component isn't even understood by Kirijo, the syndicate who developed it in the first place. It was referred to earlier as a black box—the workings of the so-called Plume of Dusk. This functionality was discovered through a process of trial and error, and none on Earth can say whether it will be clarified in the future…

E So in other words, they stuck a feather

特別課外活動部・活動レポート

11/24 (火)　報告者：真田明彦

今日は、2年生たちは体験学習でクタクタになって帰ってきた。部屋まで行って確認したわけじゃないが、10時ぐらいには疲れて眠ってしまったんじゃないか？　まあ、あんなことがあったんだ。何も考える余裕がないくらい疲れさせてもらって、ある意味ありがたいぐらいだろう。

ただ、順平は相変わらず寮には帰ってきてないし、体験学習にも参加してないそうだ。必ず戻ってくるとは思うが……ひとりで抱え込むのは重過ぎるぞ。体験学習で運ぶ荷物より、何倍もな。俺のときは、同じ想いを持つ天田がいた。ふたりで分け合って、何とか持ちきれたようなもんだ。

……順平、早く帰って来い。

悲しみから立ち上がるのは、自分の足で立つしかない。だがな、ひとりで立てないときは、誰かに手を引いてもらえ。この寮の連中はお人よし揃いだから、手は何本も伸びてるぞ。お前だって、わかってるだろ？

彼女もきっと、それを待ってる。

11/25 (水)　報告者：桐条美鶴

——桐条だ。

今日も2年生は体験学習だな。

ただでさえ、全員が言葉少なくなっている上に、頭数まで減っているから、寮の中は誰も住んでいないような静けさだ……。

伊織は、まだ戻っていない。

明彦は大丈夫だというが、私は、お父様を

The hidden boss rumored to be stronger than any other in the series—Elizabeth. She appears to be holding a Persona Compendium in her hand.

in a gun and it did a good job popping out Personas. A lucky guess, basically?

I I imagine it was more involved than that.

Q In the previous games, the Persona potential was granted by Philemon. How does it work this time around?

I Although *Persona 3* is an entry in a greater series, its aims differ from those of the previous titles—and, indeed, I think it has succeeded in achieving them. The same can be said of its fundamental structure and lore, which, in this game, holds that the Persona potential is something that awakens on its own, and cannot be granted by another. The will to live desperately in defiance of death is the driving force behind how Personas awaken in this game.

E There are some who say the butterfly from the opening cinematic might be Master Philemon.

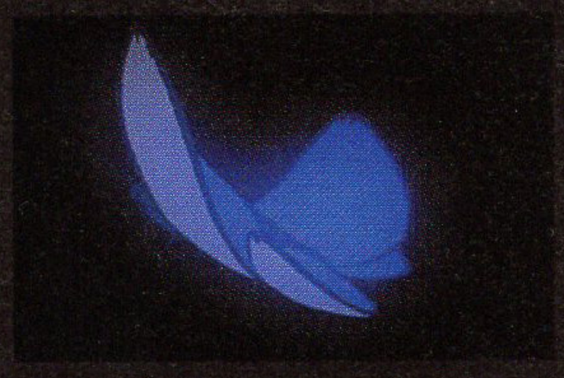
I Hmm… Should we not instead interpret that butterfly as a symbol for the Papillon Heart—the Plumes of Dusk built into Aigis's heart? Though I suppose it could also serve to symbolize the golden butterfly incarnation of Master Philemon.

E After all, Master Philemon *is* an entity who exists across all time and space…

I Indeed… He may have been watching over the events of this game as well. Come to think of it, another theory was floated to explain your incredible strength in Monad—namely, that you yourself are Philemon…

E Ridiculous. I can simply summon some modestly powerful Personas. That's all.

I "Modestly powerful"? Is that how you'd describe casting Megidolaon and Diarahan to overwhelm your opponents?



The butterfly from the opening cinematic symbolizes Aigis's core component, the Papillon Heart, which in turn symbolizes a real one.

Q There are numerous doors inside the Velvet Room. Where do they all lead?

E They lead all sorts of places. The bathroom, the bedroom, the kitchen, the dining room…

I No, they do not. Are you just spouting whatever comes into your head? Perhaps your craze for collecting has finally driven you mad.

E Didn't you yourself claim to be the Velvet Room's proprietor just to acquire the Universe Card? And I really could at least use a bathroom, you know.

I Perhaps you can get off on a floor that has one. Now, back to the matter of the doors… One could say the Velvet Room is a place that exists in the minds of those qualified to use it. By this logic, its doors lead to the psyches of the various individuals who access it. Of course, almost all of them are no longer used, but they once served as a valuable means for beckoning to people's hearts.

E If you peek through them once in a while, you can see some pretty interesting stuff.

I Good grief. You *will* stop doing that.

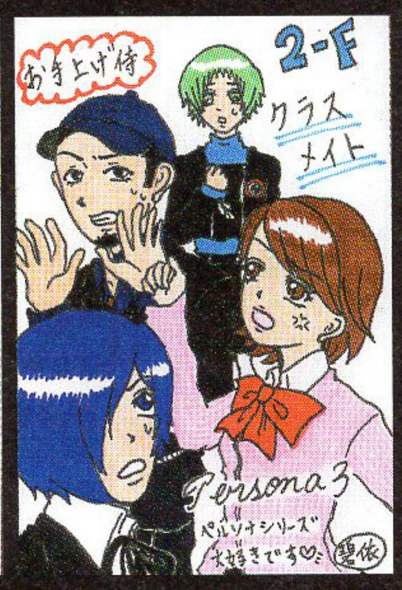
Official Comix by Motoi

Illustrations Gallary

北海道　稲ギシ

兵庫県　李由

大阪府　アポロン



宮城県　碧依

特別課外活動部・活動レポート

亡くしたときの自分の精神状態を思うと、そこまで安心しきれない。

まあ、信じるしかないんだが……。

チドリという少女の件だが、桐条のラボでわかった点を報告しておく。病院に入院していた頃の検査結果と併せて判明したのは、やはり制御剤の副作用で、今回の事件がなくとも2年程度の余命だったらしい。

身元に関しては一切が不明のままだ。苗字どころか、チドリという名すら、本物だったかどうか疑わしい。彼らストレガをペルソナ使いに仕立てた、黒幕とも言える連中の正体がわかれば調べようもあるのだが、そちらもまったく情報はない。とりあえず、調査の続行だけを指示しておいた。

わかったことは、それだけだ。ラボの連中は、造られたペルソナ使いに興味を示し、解剖を主張した者までいたが、それは私が止めておいた。報告は、以上だ。

11/26（木）　報告者：アイギス

体験学習の3日目が終了しました。わたし以外の方々は、すっかりお疲れの様子です。

順平さんですが、依然として未帰還。どこにいらっしゃるのでしょうか……。

生物的本能を超えた意志で、命を譲渡したチドリさん。その遺志を継いだ順平さんは、必然的に帰還されるでしょう。きっと……。

S.E.E.S-R

Q Can you tell us a few things about the Personas' designs?

I I suppose this is a good place to take a break and answer some questions about how things work behind the scenes. When it comes to the designs, there are two categories: those newly created by Shigenori Soejima for this game, and those made by series mainstay Kazuma Kaneko.

E In that case, let's start with Soejima's newer Persona designs.

I One characteristic of Soejima's Personas is the inorganic, robot-like design they all essentially share. I believe this is in large part a reflection of Personas' function as a psychic cuirass. It's also very intriguing to note that all of the Personas Soejima has designed wear masks.

E Speaking of masks, don't Shadows wear ones that correspond to their Arcana? Is there some sort of connection there?

I That, I must admit, is a mystery as old as time—but perhaps one that will be solved some day.

E Well, they *are* entities that ordinarily dwell in the depths of people's psyches. I sincerely hope the big reveal isn't that they're simply shy.

I Additionally, as many of our audience may already have noticed, excluding the main character, the designs for everyone's Personas pre- and post-awakening include many of the same components. I would encourage anyone interested to compare them closely.

E But there are some, like Polydeuces and Caesar, that bear no trace of their original form.

I Sometimes silence is golden, my dear Elizabeth.

E By the way—and I apologize for the digression—when asked about how he got started doing art, Soejima replied that he never studied the subject specially, but was strongly influenced by the manga he read back in the day.

I Oh? That is indeed interesting.

E Apparently, he was particularly fond of Comic NORA (a monthly magazine published by Gakken Co. that ran from 1986 to 1998).

I That's…a rather niche manga publication, wouldn't you say?

E And yet it was the same magazine in which Satoshi Urushihara, the concept illustrator and character artist behind Atlus's RPG masterpiece *Growlanser*, published some of his work. Quite an unexpected connection, and in an unexpected place.

Q During the game's production, how did the creators go about matching each Persona to its Arcana?

I I think we can attribute that to the hard work of the staff members in charge, whose bitter trials and tribulations, if told, would not but bring a tear to your eye.

E Don't you think that's a bit of an exaggeration, Master Igor?…

I Oh, no. Not in the least. The first root of their struggles was, assuredly, the fusion system, which has become a staple of the *Megaten* series. You see, the chart that summarizes how Personas fuse together has not simply assigned Arcanas mechanically and at random. In addition to ensuring

the resulting Arcana matches the image and feel of the ones you fuse, the creators also had to take into account the levels and strength of the Personas pre- and post-fusion. Such a feat required much patient trial and error.

E That does indeed sound like a challenge.

I On top of that, each Persona needs to be assigned a suitable Arcana. This must have proved a considerable amount of work. Occasionally, if a Persona or demon appears in multiple games, its Arcana (or race) and abilities may be different in each title. This, too, is a result of the fine balancing carried out with each installment in the series.

E I suppose I'm not allowed to complain that Okuninushi, who was a Frost Order demon in *Raidou Kuzunoha*, is a Persona specializing in flames this time.

I Correct. You are forbidden.

E But matching an Arcana to the image and feel of a Persona seems easier said than done. For example, it's rather a mystery why Legion, which is known as a spirit in other titles, is aligned with the Fool in this one.

I According to one of the staff members in charge, the Fool is an Arcana of many aspects and many potentials, and therefore Legion, an entity with many faces, was deemed a suitable match.

E I see. In that case, I concur.

Q Setting that conversation aside, what are Igor and Elizabeth's true identities?

I My, what a sudden question to ask.

E I am merely myself—Elizabeth.

I If our dear petitioner is inquiring as to our origin story, I suppose I can relate some of it.

E We have an origin story?

I Indeed we do. During development of the first game in the series—*Megami Ibunroku Persona*—another title was proceeding through production more or less simultaneously—*Shin Megami Tensei: Devil Summoner*. During that time, they decided to create a new character who would be in charge of fusions at the Cathedral of Shadows—a location that shows up in earlier titles. And as inspiration, they turned to the classic horror story *Frankenstein*, in which a man-made monster is created by the powers of chemistry.

E I can definitely see where that carried through to the fusion system.

I In the case of *Devil Summoner*, this resulted in the birth of Victor, who was christened with Dr. Frankenstein's own first name. In the case of *Persona*, I, Igor, was born, and given the name of the man who served as Dr. Frankenstein's assistant.

E This game marks my first appearance. What exactly is *my* origin?

I In The *Bride of Frankenstein*, which is the sequel to *Frankenstein*, a beautiful woman is created to serve as a bride for the famous man-made monster. Her name is—if you haven't already deduced it—Elizabeth.

E I suppose that's quite the honor.

I Well… In the movie, she's killed almost as soon as she's created.

E …Megidol—

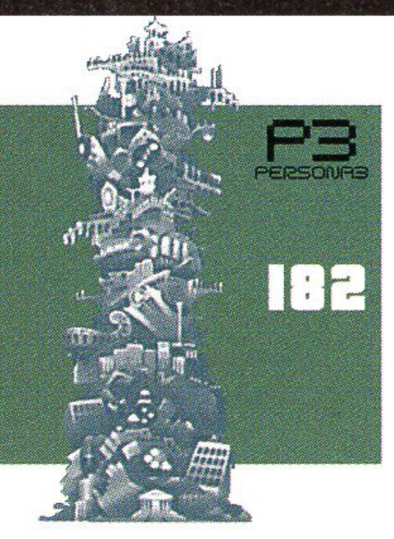
I Please don't! I beseech you!

Illustrations Gallary

神奈川県　mumyoh

埼玉県　理無人

神奈川県　野崎熾竜



特別課外活動部・活動レポート

11/27（金）　報告者：岳羽ゆかり

えー、岳羽です。
体験学習、やっと終わりました。もう腕がダルくて、腰もメキメキいってて、目もショボショボして、一気に老けた感じです。たぶん、ほかのみんなも似たようなものじゃないかな？　あ、アイギスは別。こういうのは得意であります、って黙々と作業してたし。
で……順平が、やっと帰ってきました。
ホント、あの馬鹿、心配かけて……。
ただ無事ではあるけど、いままで見たことないくらい落ち込んで弱ってて……。でも、私は待ちます。私が知ってるあいつって、へコんでも必ず復活するヤツだし。
ちゃんと見てるからね、順平。

11/28（土）　報告者：伊織順平

……へへっ、順平っス。
なんか……ホントみんな心配かけちまって、すんません。いや、いま、オレがいなかった間の活動報告聞いたんスけど。もう、なんつーか、申し訳ないつーか、ありがたいつーか……感動、つーんかな、こういうの。
ま、やっとこさ復活したわけだし、ここでひとつ、復帰記念で久々の活動報告でもやってみましょっかね。ケジメっすよ、ケジメ。
……んー……あー……。
あ、いやボケてるわけじゃなくって、もともとオレって、まともな報告したことなかったなーっていま気づいて、あはははは。
うわ、そしたらこれって、復帰記念で初レ

Persona descriptions omitted

[pages 183-193]

Junpei Iori ("J"): Welcome to Junpei…

Chidori ("C"): and Chidori's…

J Anything-goes special seminar! W-wait… I…! You…! *Gulp*

C You're making a scene, Junpei…

J Oh! I don't believe it! Ch-Chidori! I've missed you so much!

C G-get off me! What are you doing!?

J I never thought I'd see you alive again! Those lovey-dovey days… We can have them back! Come, fly to me once more my angel!

C Umm… Sorry to rain on your parade, but…I'm not the same Chidori as the one in the game.

J …Huh?

C So those "lovey-dovey days"? Not happening.

J But…don't you remember showing me your drawings in front of Port Island Station?

C Not one bit.

J And all those times I visited you in the hospital?

C Never happened.

J Alright. What about the time you gave your life to save mine. What about that?

C Uh… L-let's forget that happened, too.

J Oh? And I suppose that first night we spent together on Shirakawa Boulevard never happened, either!

C It *did* never happen! Now you're just taking advantage and inventing your own memories!

J Dang it… Alright, let's move on to the Q&A, then. This one's about Minato-ku…a ward full of memories made by you and me!

C Let's get on with it, then.

Minato ward

Keywords 04

Touring Minato-ku

Q Is there any location that served as a model for the overall image and feel of Minato-ku?

C Good question. The vibe does feel a little familiar.

J Sharp as ever, Chidori! When I asked the development staff about it, they said the visual concept behind *P3's* setting was a city that seems like it exists in reality. Apparently they went to actual bay cities in order to collect info and materials.

C Really? Which bays?

J One around Shinagawa, plus the one where Odaiba is, and also one near Haneda Airport. Atlus's development offices are in Okubo, so… Man, it must have been a real pain goin' back and forth to all those places just for reference material.

C Come on, Junpei. Don't assume readers outside of Kanto will know what you're talking about. For reference, the farthest of those locations is Haneda, which is about a one-hour train trip each way.

J Oh, and they said they took around 500 photographs! If that ain't dedication…

Q Some of the buildings on the zoomed-out map are quite eye-catching, yet we aren't able to move to them. What are these structures?

J Ah… Those are places you visit only during certain points in the scenario. For that reason, the player isn't allowed to move to them on their own.

C Mind going a bit more in-depth?

J For starters, take a look at the building above Port Island Station that looks like a tower. That's the observatory Ikutsuki fell from.

C Oh, I see. But wouldn't that mean Gekkoukan High is pretty enormous?

J I mean, the proportions here are kinda cartoonish, but it *is* actually quite huge. You can get a sense of how big it is looking at the full-view map on page 196. But going back to the zoomed-out map, you see that sort of plain-lookin' building just north of the observatory? That's Tatsumi Memorial Hospital—the one you stayed at. If I was the main character, that woulda been accessible after school for sure.

C Alright, alright. Moving on… Any other places of interest?

J Yep—that cluster of light beige buildings up and to the right of the Moonlight Bridge. That's another memorable place…

C …Memorable place?

J It's a high-schooler's dream! That's Shirakawa Boulevard—the love hotel district!

C Well, it's not memorable to me. Oh, but I guess it is to you, Junpei. You and Sanada-senpai…

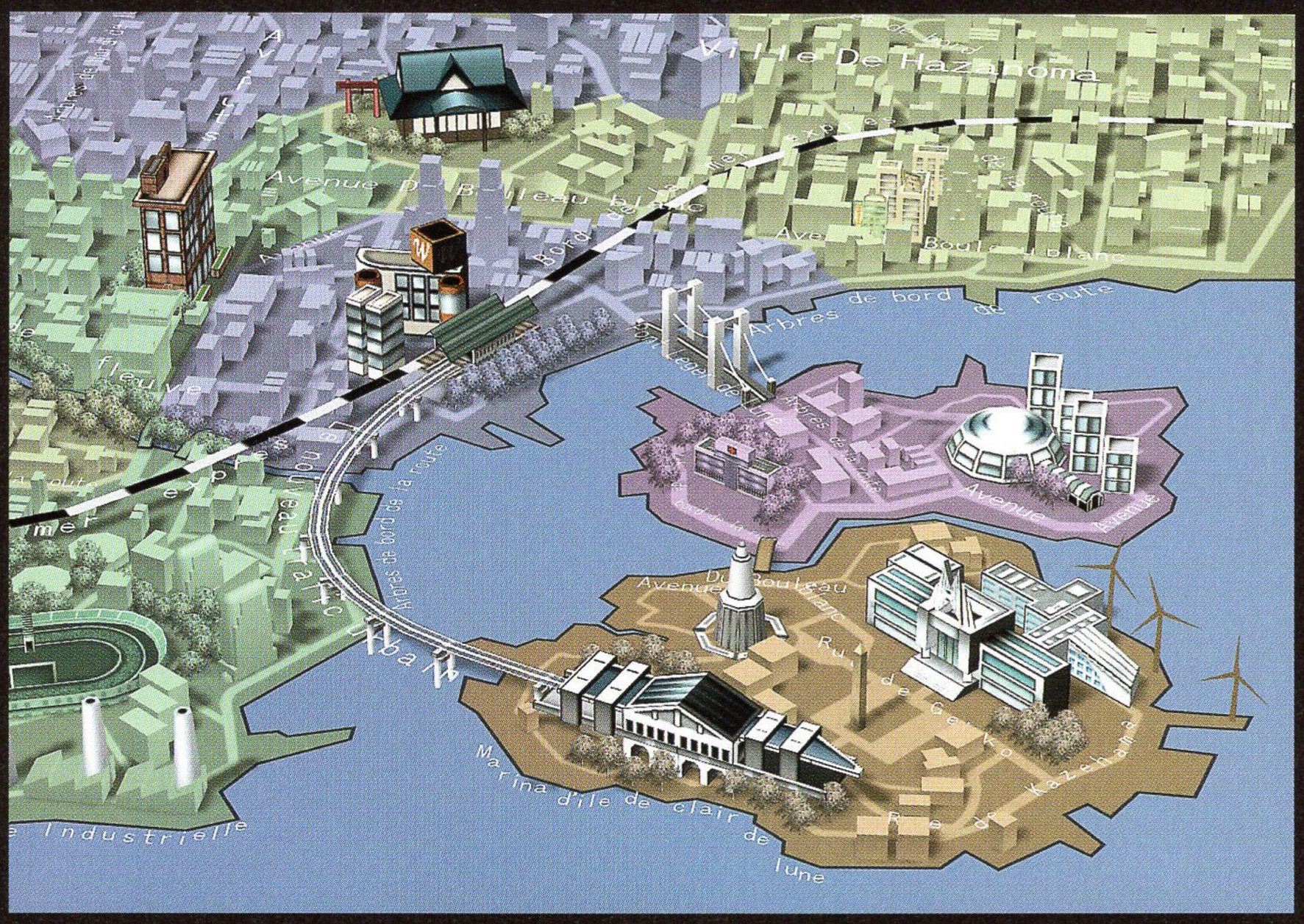
J …Let's just drop it…

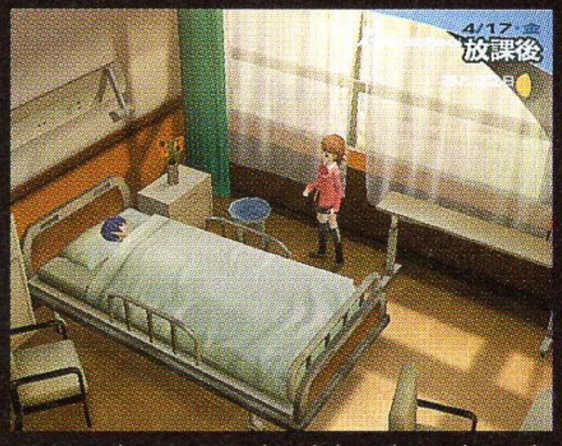
Q The school dormitory has a very retro design. Was it modeled after any place in particular?

J Right. Iwatodai Dorm, the one where we live. It's definitely pretty retro—and lavish, too. Kind of hard to believe it's a dormitory. Rumor says it was originally some sort of hotel that got renovated and turned into a dorm. Though the swanky lounge is thanks in part to all the furniture Mitsuru-senpai brought in.

C If I remember correctly, Soejima, the character designer, expressed some wishes regarding the dorm's design.

J So I've heard. He wanted it to feel like a New York brick apartment. I asked if he could elaborate a little more, and, well… You know the movie *Batteries Not Includ-*





Despite ample occasions to go there, the hospital cannot be moved to freely…not that it's a location many would prefer to visit.

特別課外活動部・活動レポート

12/18(金)　報告者：岳羽ゆかり

えー、岳羽です。
今日で試験も、はや5日目。鳥海センセー、お願いだから、授業中に脱線した雑談から問題出すの止めて……。まあ、一応覚えてたけどさ。ポルトガル語が由来じゃないのは、4番の「サボる」でいいんだよね？
でも、サボるって日本語じゃなかったの？

12/19(土)　報告者：桐条美鶴

――桐条だ。
ゆかり、「サボる」とは英語の「サボタージュ」という言葉が元になったものだ。日本語化しているが、元が外来語なので「サボ」だけカタカナで書くわけだな。
さて、2学期の期末試験も終了し、もうすぐ冬期休暇に突入だな。決断の日となる大晦日まであっという間だが、その前にはクリスマスも控えている。
……まあ、確かに少々不謹慎かもしれないという気はするんだが、普段通りに過ごすと私たちは決めたんだ。ニュクスの恐怖に怯えるより、楽しめるときに楽しんでほしい。私は、そう思っている。

12/20(日)　報告者：山岸風花

こんばんわ、山岸です。
桐条先輩の"普段通りに"という言葉に従って、今日は受付カウンターにクリスマスツリーを飾ってみました。せっかくだから、楽しみましょう。……いま、ふと思ったんですけど、学校全体に飾りつけしておいたら、タルタロスもクリスマス仕様になるかな？

A Shadow person who doesn't respond when spoken to. They must have gotten in from the rear of the building, on the side with the parking lot.

ed? The one with the little UFOs? He said the building that movie's set in is like his internal image for the dormitory.

C Well, I've never seen any movies, so…

J Oh yeah? Then let's go see one after this! Or rent one. That's fine too. How 'bout it?

C Very well, onto the next question. As for that movie… Well, maybe some other time.

Q Forgive me for noticing, but it appears there aren't any baths in the student dorm… Do the students have adequate means to maintain their hygiene?

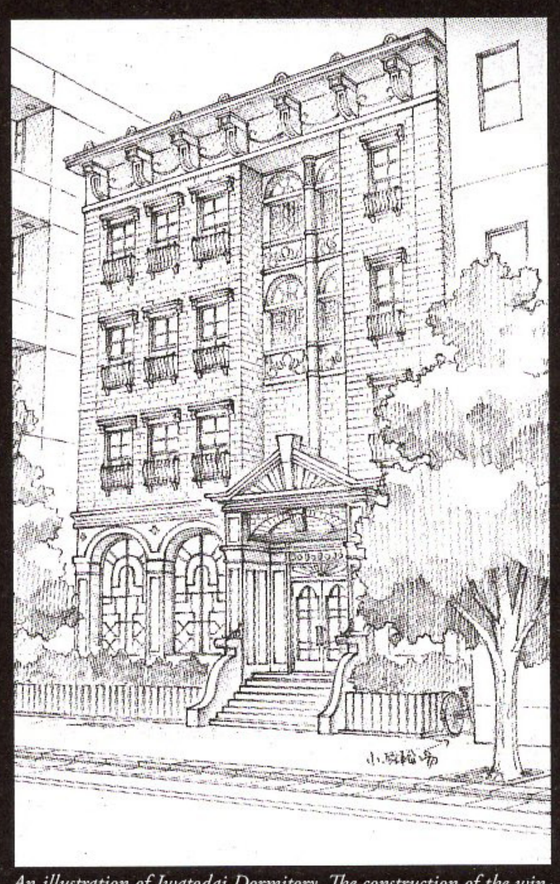
J What a rude question! For your information, I take a bath every day!

C Come to think of it, I don't think I saw any baths when I snuck in there.

J There's a door at the back of the dorm's first floor that you usually can't open. You know the one, right?

C You mean that back entrance?

J Right. If you go out that way, you'll find an annex with a bath and an open kitchen.



An illustration of Iwatodai Dormitory. The construction of the windows, among other elements, reveal Soejima's particularity about imparting a New York style.

There's a parking lot in the same area. That's where Mutsuru-senpai keeps her motorcycle.

C Just how fancy is this dormitory?

J I guess what they say about it being an old hotel might be more than just a rumor. But speakin' of rumors, I know another one—and it's about a bath. You know how Mitsuru-senpai's room on the third floor is specially made from three smaller ones knocked together? Well, I've heard that her room—and her room only—has its own private bathroom. Can you believe it!? I'm so freakin' jealous!

Q I'm curious to know what's in each student's dorm room. Could you please share some secrets about the rooms we never get to enter during the game!?

J Huh. Guess we gotta answer. Welp, I'll put my life on the line and go take a lo—

C Denied. That's an invasion of privacy.

J Hey, what happened to freedom of the press? Fine. I guess I'll tell you what I know already. First up, my room.

C I've heard it's…absolutely filthy.

J Uh… W-well, yeah. But I mean, I can usually figure out where everything is, so, like, it's fine…I think.

C Maybe I'll drop in for a surprise check-up…

J Next is Sanada-senpai's room. I've heard it's full of training equipment—not that that's any surprise. Then there's Aigis's room. I don't really have the engineering knowledge to describe it, but if I had to, I guess it kinda feels like a secret base.

C I kind of understand…but kind of don't.

J Oh, but the real funny one is Amada's room! He always keeps to himself and tries to act tough, but I heard he secretly has a pet. I guess he must be lonely. Though he's got a cute side, too.

C Hmm… Maybe we're kindred spirits. I have a pet, too, after all.

J Huh? *You* own a pet? What is it? A chihuahua? A ferret?

C A Junpei.

J Ahah… You're joking, right?

The interior of each student's room matches their personality. The flower bouquets and baskets in Fuuka's room might be a symptom of her passion for collecting things. Meanwhile, the high-end audio system is a casual nod toward her love of machines.

Illustrations Gallary

京都府　結城弥生　サブキャラや敵役のストレガ、そしてペルソナまで入った集合イラスト。丸っこいデフォルメがいい感じ。良く見ると桐条武治と岳羽詠一郎のパパコンビも。

埼玉県　サイトヲ

北海道　MIKADO.E

静岡県　小林古鉄

特別課外活動部・活動レポート

12/21（月）　報告者：真田明彦

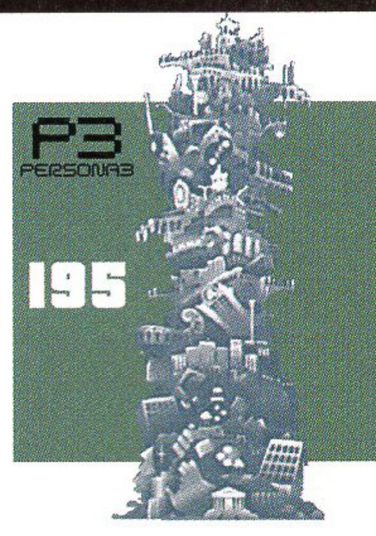
今日は試験の結果が発表されたな。まあ、ラウンジでも言ったが、今回の試験の結果はあまり気にしなくても構わんだろう。次の一手のために、頭を切り替えてまた明日を迎えよう。……とはいえ、順平の成績には触れておくか？　相変わらず良くはないが、前より上がってたな。よくやったぞ。

12/22（火）　報告者：伊織順平

ういっし、順平っス。
って、うわっ！　真田サンから褒められちゃったよ！　ちょっと、どうする？　どうするよオレ！？　って慌てすぎだっつーの。
それよりも！　クリスマスっスよ！
いいなあ、真田サン。きっと引く手あまたで、一緒に過ごす女の子には事欠かないんだぜ？　んでもって、真田サンはあの通りの天然だから、誘われたりしちゃっても気づきやしないで断っちまうんだ。
あー、もったいないもったいない！　ちくしょー、真田サン勝ち逃げは許さねーぞー！　つーわけで、取り巻き美女の中で、おヒマな方がいれば紹介ヨロシクっス。

12/23（水）　報告者：岳羽ゆかり

えー、岳羽です。
いよいよ明日がクリスマスイヴですね。
みんな、何か予定って入ってるのかな？　とくに寮でパーティとかすることはないってことでいいんだよね？　まあ、今年は各人それぞれに楽しむってことで。でも、来年は、皆で予定あわせてパーティやろうよ。ね？



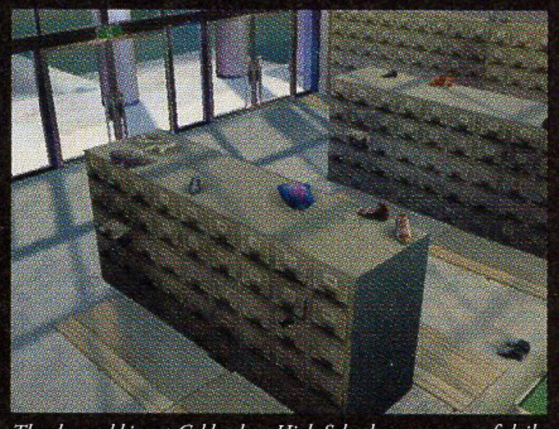
Q **Is there some sort of model upon which Gekkoukan High School's design is based? It's quite an elegant-looking academy, and looks like it could actually exist in real life.**

J "What a flattering question!" That's what lead designers Wada and Yokoro said when I asked them. They were super thrilled!

C Who're they?

J They're development staff members who worked on the game's overall design. With Gekkoukan High, they went through a ton of trial and error nailing down the vibe. It's a modern building—only 10 years old—but they didn't want it to feel any different from the sort of well-frequented school players might regularly encounter. Evidently they had a lot of concerns at first. It felt too cold, and they just couldn't seem to give it an atmosphere of real, daily use. But then one day, a staff member came up with a brilliant idea that solved all their problems.

C And what was that?



The shoe cubbies at Gekkoukan High School ooze a sense of daily life. If you look closely, you can see a number of personal items scattered about in addition to the pair of socks mentioned.

J I'm not sure if you've ever seen them, but there's a bunch of shoe cubbies just inside the school's entryway. Apparently what this staff member did…was put a pair of stripped-off socks on one of 'em.

C That's so gross!

J But thanks to that one clever trick, the school suddenly felt much more inhabited. From then on, they started adding other minor objects all over the school to give it a real strong sense that people are going about their lives.

C Hmm… I guess even something small can make a big difference.

J Also, you know how most of the Persona series are designed with motifs based on Greek mythology? That was another thing they had to keep in mind with the overall design, and in order to fit that image, they placed Greek-style columns at the entrance as well as the passage along the courtyard. Sounds like real painstaking work, huh?

Q **I'd love to know about the structure of Gekkoukan High School in more detail. For instance, we can only visit the 2-E and 2-F classrooms, but that doesn't mean there aren't others, right?**

J Oh, here we go! Our first nitpicky question. Man, hardcore fans can be a real pain!

Yukari Takeba ("**Y**"): Hey, Junpei! You can't go being rude like that to our readers! You've gotta answer questions with sincerity and devotion. That's what a pro would do.

J And here comes the loudmou—gyah!

Y …Want me to hit you?

J Don't ask after you already have!

C You should have seen it coming.

J And Yuka-tan, you can't just barge in on our lovey-dovey ti—agh!

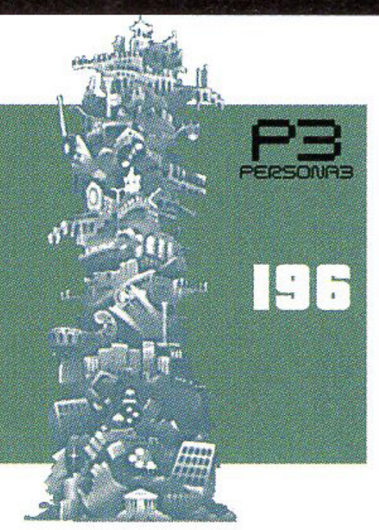
C It is *not* lovey-dovey.

J Et tu, Chidorita?…

Y Anyway, Junpei probably doesn't even know the layout of the school that well. He's not in any clubs, and I doubt he's ever made a proper visit to the library. Better let me handle this one. So, first off, Gekkoukan's main high school building is, as you can see in the opening cinematic, three stories tall. And we can gather from the school's configuration that there are six classes per grade—A through F—which means a total of 18 classes across all three grades.

J But in the game, when you go upstairs

Pictured at left is a poster hung on one of the academy's walls. It appears to be a fire safety flier, but who on Earth is that guy in the background?… At right is a zoomed-in picture of the piano in the music room. We can see the manufacturer's name is Yamada.



特別課外活動部・活動レポート

12/24（木）　報告者：天田乾

今日は学校帰りにポロニアンモールに寄って来たんですけど、すっかりクリスマス一色でしたね。まあ、実際は白と赤と緑がクリスマスカラーですから、"クリスマス三色"なんでしょうけど。でも、ホント綺麗でした。イルミネーションでモール中キラキラ輝いて……。そういえば……あそこでリーダーぽい髪型の人を見たんですけど、本人だったのかな？　でも、女性連れだったし……。

これって、やっぱり言わぬが花ってことなのかな？　ま、いいや。僕には関係ないし。

とりあえず、メリークリスマス。

って、今日はまだ24日ですから、メリークリスマスイヴ、なんですけどね。

12/25（金）　報告者：山岸風花

こんばんわ、山岸です。

まあ、確かに昨日はイヴで今日がクリスマスだけど、雰囲気的にはイヴのほうが盛り上がるんだよね。どうしてかな？

とにかく、そんなクリスマスも終わり、明後日から冬休みです。そして……もうすぐ、大晦日。決断は……どうしましょう？

12/26（土）　報告者：桐条美鶴

――桐条だ。

山岸の言うとおり、決断の日は近い。だが、皆の答えは既に決まっているはずだ。あとは、リーダーにそれを託そう。

ところで、昨日と一昨日、寮の前に巨大リボンをまとった不審な女性がいたと通報を受けたが……心当たりがある者はいるか？

from the second floor, you suddenly wind up on the roof.

Y That's just a gemplay choice.

J Huh?

Y There's never any need to visit the third floor, so they have you skip past it without showing anything… I'm serious.

C Ah, I understand.

Y Oh, and you know all those doors you can't ever open during the game? Beyond those are other school buildings we never see…

J W-what? I smell bullshit.

C It's called professional constraints, Junpei. Get a clue.

Y That said, project planning lead Tanaka told me this: "As far as the high school goes, I think the layout of the corridors generally conforms to what you see from a bird's-eye view… However, we didn't go so far as to specify where each classroom is located. Please cut us some slack regarding that…" And then he laughed. In other words, just be satisfied with the explanation I gave earlier. Oh, and by the way, a number of classes is actually specified for Gekkoukan's middle school: It's four per grade. So that means one third of incoming high school students are outside entrants.

Q Is the observatory on the school grounds some sort of meaningful structure?

J Oh, that. It seems to be something Ikutsuki had built entirely for the sake of his ritual. In other words, there was never any plan to open it up to the school's students.

Y What!? That bastard.

C And in the end, the ritual was botched, so it was a waste of a waste.

J Exactly. And it was made to be an observatory, but really it could have been any kind of structure, so long as it was a certain height. Also, the reason it was built in an obscure corner of the school grounds was so it wouldn't be affected when the school turned into Tartarus.

Y I remember there was a student desperate to learn everything he could about the observatory. I'll have to tell him to give up next time I see him.

Q Could you share more details about the clubs at Gekkoukan High School?

Y If I'm not mistaken, there's around 60 clubs if you include hobby groups. I'm in the Archery Club myself, but I think all the other sports clubs are strong as well. Even some of the lower-ranked ones that recruit members mid-year have captains or players who rank high in regional tournaments, with a few even going on to national championships. But apparently there's some crazy-elite athlete from another school we just can't seem to beat. We also don't have a whole lot of depth, so I guess that makes team competitions more of a struggle.

C How about the Culture Clubs?

J Well, I'm in the Go-Straight-Home Club, so I wouldn't know…

Y Guess that leaves us no choice. Hey, Fuuka? Got a minute?

Fuuka Yamagishi ("**F**"): Hm? What is it, Yukari-chan?

Y We were hoping to hear how the Culture Clubs are faring.

F Well, I'm not sure my club is the best example… Our captain is a real laid back type, so we've never worked toward being in competitions. I guess that means we don't have any extra-mural track record. But recently, the club advisor's been really persistent about having us apply, and believe it or not, our captain actually got accepted! Heheh… Kind of amazing, huh?

C The difference in enthusiasm between sports clubs and culture clubs is…pretty huge.

J It's all good, though. As long as everyone's havin' fun.

Y Lofty words for someone in the Go-Straight-Home Club.

J Unfortunately for you, I'm no longer a member.

F Oh? You joined a club, Junpei?

J I'm so glad you asked! Sure did. It's called the Sketching with Chidori Club!

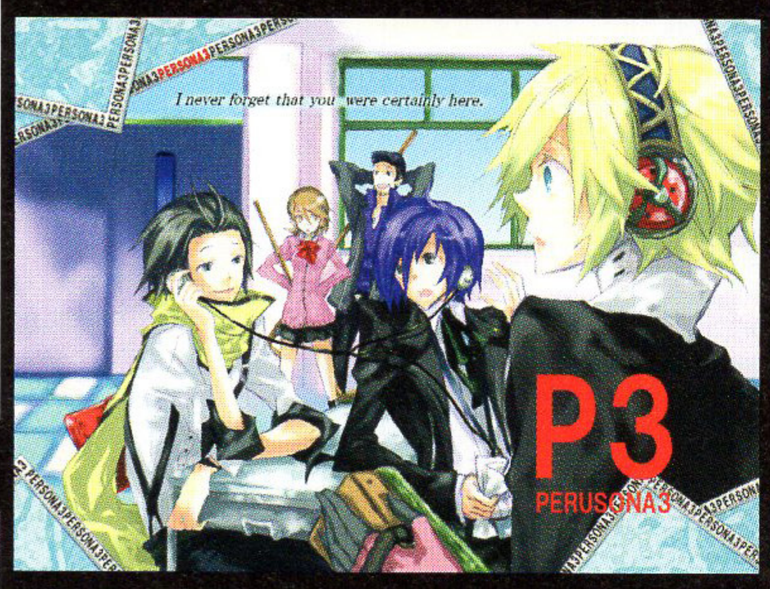
C …I'm afraid we're at capacity and no longer accepting new members. We apologize for any inconvenience.

J Ugh, Social Link failed. Hey, if there's a sequel, we should totally get a Chidori Social Link!

Illustrations Gallary

新潟県　たなかごめす

神奈川県　寺田かのん



神奈川県　要帷

愛知県　紅美

東京都　綾瀬苺

徳島県　吉祥あまね

大阪府　白銀

徳島県　猫野さかな

愛知県　ぺぇ太郎

特別課外活動部・活動レポート

12/27（日）　報告者：伊織順平

うっす、順平っス！
リボンの女……うーん、時期が時期だけに、真田サンの追っかけとかじゃないっスか？
それより冬休みの始まりだぜ！　ここんとこ寒いから、みんな風邪には気をつけろよ。あ、ところで正月、門松用意しようかと思うんスけど……どこに売ってるんだ、あれ？

12/28（月）　報告者：岳羽ゆかり

えー、岳羽です。
順平、どうしちゃったのよ。なんかずいぶん気配りさんじゃん？　ま、周囲に気を配れるようになるのは、いい男への第一歩だしね。
ちなみに門松はね、たぶんホームセンターみたいなとこならあると思うよ。というわけで、ご家庭の事情通、岳羽でした。

12/29（火）　報告者：真田明彦

来年の話をすると鬼が笑うというが、お前らにかかると鬼が笑い死にしそうだ。どうやら、腹は決まったようだな。最終的な決断は、リーダーに任せるが……俺たちの気持ちを、しっかり汲んでくれ。頼むぞ。
そうそう、世話になった黒沢さんや眞宵堂の店主には、今日明日中に挨拶をしておけよ。

12/30（水）　報告者：アイギス

わたしは、帰って来ました。また、この場所に……。今日、みなさんとお話をして、ようやくわたしがここにいる意味を見つけた気がします。わたしはもう迷いません。みなさんの行く場所が、わたしの行く場所です。そして、みなさんの敵は……わたしの敵です。明日、大晦日。悔いのない、決断を。

S.E.E.S-R

Q Could you tell us about some of the places Gekkoukan High students hang out, such as Paulownia Mall and Port Island?

J Ah, you've come to the right person. Those places are my stomping grounds!

C Come to think of it, Port Island Station is where I first met you, right?

J Port Island is man-made, and like our school, every place on it was created to feel like part of a newly built city. For instance, the pillars in front of Port Island Station were given a Greek architectural style, just like Gekkoukan's.

C Did any real-world places serve as models for these locations?

J Yep. Port Island Station is based on Harumi Island Triton Square. And Paulownia Mall is modeled after Venus Fort, a shopping complex in Odaiba. The plaza with the fountain apparently looks almost identical to the one at Venus Fort, and though you can't see Paulownia Mall's ceiling in-game, I bet if you could, there'd be an illusionary blue sky painted on it just like the one in real life.

C You bet?… But, haven't *you* seen the ceiling there?

J I mean, I'm always so distracted by the stuff they're selling in shops or the games at the arcade… I've never actually taken the time to look up.

C *Sigh*… Well, it's breathtaking, so make sure you do next time.

J Right…but then I wouldn't be able to look down! You never know when you might find some change on the floor. Speakin' of which, the floor there's covered in paulownia leaf designs.

C Right. It's mentioned during the game that the mall is named after the tree, isn't it? And everything there's been financed by the Kirijo Group. What kind of company are they, anyway?

J Umm, just a minute. I had Senpai give me all the deets. So, the Kirijo Group we know now is what's called a holding company. It's a giant corporation that's expanded into all sorts of markets. But back when it was established, it was only a small company that did business manufacturing machine parts. And then… Uh… Let me see…

C …If you're gonna read off a cheat sheet, at least do a good job of it.

J Heh, sorry 'bout that. So, nowadays, the nucleus of the company is Kirijo Electronics, which developed out of its machine parts manufacturing division, and currently boasts the largest operating scope and market share. All of which is to say that this shopping mall stuff is something they're doing separately from their main business. The fact they can build such a huge mall as a side project is really something, isn't it?

C But they've done some sordid stuff behind the scenes.

J Well, that'll all end once Senpai becomes head of the group.

C I hope so…

Q I hear Amada used to live in a house on the outskirts of Port Island. Which one is it, exactly?

J Amada's really had it rough. I only heard about it second hand, so I don't have all the details, but evidently his house was totally destroyed when a rampaging Shadow met with Aragaki-senpai's berserk Persona. Apparently the ruins were turned into a parking lot. If you look at the in-game map, it's on the bottom of the screen. You know, that parking lot right in front of where Aragaki-senpai's always sitting. That's what used to be Amada's house. Oh… I get it now. That's what Senpai was always staring at… Man, talk about heartbreaking…

Q There's a new urban transit line called "Anehazuru" that links Port Island Station with Iwatodai Station. Could you tell us more about it?

J You mean the monorail we always take to school? That's a private line, also managed by the Kirijo Group. It's a brand new one they built after finishing the Tatsumi district on Port Island.

C Does the line just go back and forth between those two stations? Are there any stops along the way?

J No, there aren't any other stations between Iwatodai and Port Island. But in addition to trains that run between those two, there's also through trains that'll take you out past Iwatodai. Right, I remember now. The line that runs east–west on the mainland is Anehazuru's main line, and the Iwatodai–Port Island one is just a branch line. If you look reeeally close at the station displays, you can just make out a local route map.

C By any chance, is that the train your group's *real* leader is riding during the opening cinematic?

J Yep. That's the main Anehazuru line. And you don't have to go calling him the "real" leader!

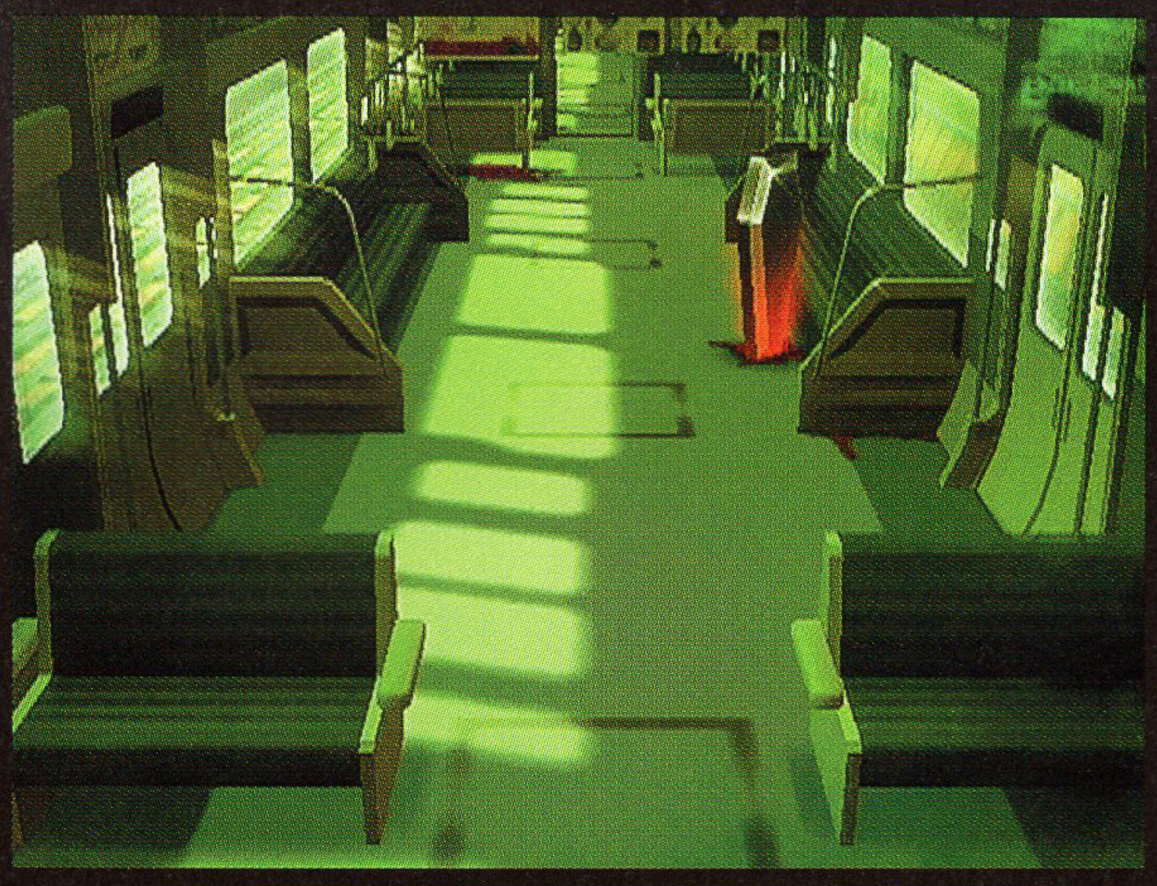
Q The Iwatodai area is very mellow compared to the Port Island side. Was it modeled after any real-life location?

J It's definitely a cozier, more laid back part of town. It's quite similar to the real thing.

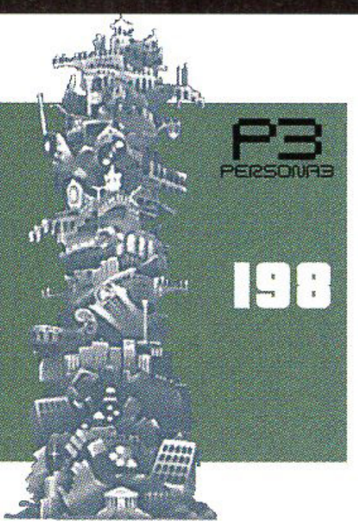
C So there *is* a place it's based on?

J The entrance of Iwatodai Station is modeled after Shimbashi Station on the Yurikamome line. And you can feel what a good job the art staff did referencing the

A fountain in Venus Fort, the building Paulownia Mall is modeled after. Side by side, they look almost identical.



Various posters displayed inside the monorail. They range from ads for a dubious "Cat Tea" to a map displaying the line's routes. The one with "Kyoto, let's go! 2010" written across Kinkakuji is another masterpiece. Meanwhile, the boy and girl shown on the upper-left poster were in fact the first version of P3's protagonist, drawn during the game's planning stage.



特別課外活動部・活動レポート

12/31 (木)　　報告者：桐条美鶴

——桐条だ。

先ほど影時間が終わり、日付が変わった。いまは既に2010年元旦だ。あけまして……おめでとう。ふふっ、テレビのカウントダウンが終わって、実際に新年を迎えるのは数時間後……本当に影時間というのは厄介だな。

いま、私は去年の記憶を持ったまま、この報告を行なっている。つまり、決断の結果はそういうことだ。

憎いニュクスの分身だというのに、あの望月を殺さずに済んで安堵しているとは……私が丸くなったのか、彼が特別なのか。とにかく、彼の最後の言葉を素直に受け取ろう。今年を、良い年にしなければな……。

1/1 (金)　　報告者：伊織順平

あけまして、おめでとーございまーす！　伊織順平でございます！　いつもより大きい声でお送りしておりまーす！！

いやー、良かった。桐条先輩も、ゆかりッチも、アイギスも、風花も、やっぱ晴れ着は日本の伝統美だねえ。しかも、はいてないとくれば、これがトキめかずにいられましょうかっ？　えーと、あと初タルタロス行ってきました。んで、初シャドウ倒して、初宝箱見つけて、初レア物に逃げられて、初死神に追いかけられました。なんか、いつもと同じだよな。あ、でもタルタルの新しいエリアってのが、すんげえ真っ白な空間で、やっぱちょっと違う感じ。今度こそ、頂上が近いか？

source material. As for the strip mall side, that was modeled after a building near JR Shimbashi Station. Exactly which one is a secret, but just like the one in Iwatodai, it's full of shops. There's a restaurant there called Tsubame Grill that's one of character designer Soejima's favorites. Man… I wish I could eat there right now!

C Speaking of Iwatodai, it seems like there's always construction going on in front of the station. When is it supposed to be finished?

J Oh, that place? It probably won't be done for a while.

C Is the construction on hold or something?

J The plan was to redevelop the area in front of the station and build a bunch of new stores, but apparently they came across some sort of treasure while they were doing the excavating. They had to stop the construction in case there were ruins or somethin' buried there, and now they're in the middle of surveying the land. *Sigh*… My dear pork cutlets, Hamburg steak, curry rice… Will you ever see the light of day? They need to hurry up and finish!

C Don't get your hopes too high. It might end up just being florists and jewelers.

J Ugh. I never thought about that…

Q Iwatodai is full of mascots, including Azuki-chan, Wild-Duck, and a mysterious, nameless hero. Could you shed some more light on these?

J Ooh, that's a real *P3* buff's question. Looks like someone's got an eye for detail.

C I heard Azuki-chan had her own theme song back during the planning stage. Is that true?

J It sure is. Though it was less of a theme song and more of a…chant? If you examined her, she'd just endlessly sing, "Azuki, shaki-shaki, Azuki, shoka-shoka"…

C Sounds like some sort of urban legend…

J I guess it's a relief it got scrapped. Though I would've liked to hear it.

C Wild-Duck is pretty prominent as it is, and doesn't seem like he'd have any hidden backstory beyond his role as a mascot. But what about that standee next to him?

J Oh, that? He's only a next-gen superhero, born from Wild-Duck Burger's very own IP! Wild Hero is his name! His globe-trotting adventures are soon to grace the silver screen in *Wild Hero: Never Die*—coming to a theater near you!

C …You didn't just make that up on the spot, did you?

J Of course not! Take a look at the poster inside the monorail.

C Oh, that movie poster… So it actually exists?

J Better believe it.

C The developers are an elaborate bunch… That, or they just have too much time on their hands.

J You should show them more respect…

Q The vacant lot to the left of Iwatodai Strip Mall has a real estate sign you can examine. Is there any more significance to this location?

J Ooh, that question's a bit of a doozy.

C Huh? A doozy?

J Well, Chidori-kun, that sign was actually going to tie in with a scrapped event.

C A scrapped event?

J Early on in the planning stage, there was this idea that there'd be a lottery booth in Paulownia Mall where you could win up to 300 million yen. But having that kind of money wouldn't be any fun if there was nothin' good to spend it on, right? And so if you got the top prize, it'd trigger an event where you'd be able to buy that land from the real estate agency listed on the sign. I wish they'd kept it in… Imagine, a life free from the rules of the dorm. No curfew, no nothing!

C Not that you'd get to live it. I'm sure only the protagonist could win that lottery.

J Tch… You girls just don't know how to dream big.

If you look closely, you can clearly see the 300 million yen sale price.

Q I'm rather embarrassed to ask, but is there a real-life location the love hotel on Shirakawa Boulevard is modeled after? And…did the staff actually go there to collect reference material?

J Well, well, well. A reader whose curiosity shines as bright as mine!

C …Pervert.

J Y-you wouldn't understand. A spirit of adventure dwells in all men…

C …Pervert.

J *Sob*

Akihiko Sanada ("**A**"): Indeed he is. Which is why I, a man unswayed by impure thoughts, will take over explaining for Junpei.

Mitsuru Kirijo ("**M**"): Don't you think you should indulge a little more, Akihiko? Abstinence can cause its own kind of harm.

C Have you two just been waiting to jump in this whole time?

A Chop chop, now. These questions won't answer themselves!

C …I'll take that as a yes.

M So? What was Shirakawa Boulevard modeled after?

A Patience, Mitsuru, patience. See, this location is a little different from the others. Its model was chosen with a more elegant approach. First off, the name Shirakawa Boulevard originates from Shirakawa-go in Hida-Takayama.

M Shirakawa-go… As in the UNESCO World Heritage site famous for its Gassho-style houses? That's got absolutely nothing to do with a love hotel district.

A Ah, but it does. Back in the early Showa period, construction began on a series of dams on the outskirts of Shirakawa-go, and the village soon found itself submerged. Now, where do you suppose its residents went after being displaced? They resettled in Shibuya, Tokyo, and there began a new life. More precisely, they settled in

A love hotel, which can only be visited during the Dark Hour—though many have perhaps fantasized about going there for a Social Link event…

Maruyamacho.

M Maruyamacho…one of Tokyo's most famous love hotel districts… I see now. Magnifique, Akihiko!

A Exactly. The model for Shirakawa Boulevard came from Shibuya's Maruyamacho, and its name came from Shirakawa-go, the village whose original residents made Maruyamacho what it is today. So you see, there's a profound reason behind why Shirakawa Boulevard was created as a love hotel district. Oh, and they didn't do research on site. Instead, they referenced various websites online to create the interior design.

C This strange tension in the air… Should I be concerned about these two?

J What an explanation!

C Wh-what?

J Such moving words, Akihiko-senpai!

A Right, Junpei? You get it!

J You've got me so stirred up, Senpai! I need to share this feeling with you! Next time, let's take those girls who're always hanging around you and head over to Shirakawa Boulevard!

A Yeah, good idea, Junpei!

M …Bufudyne.

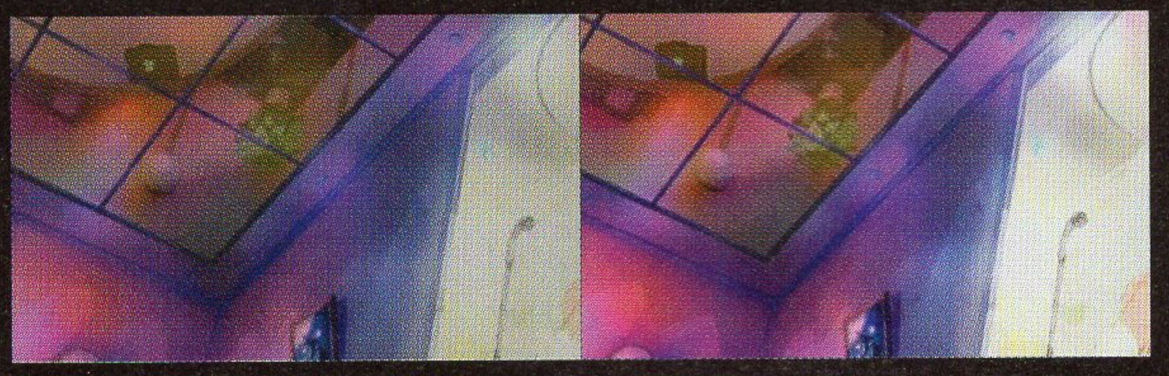
C …Garula Gem.

M The enemy's down! Let's finish this!

C You're an open book, Junpei. *Smack* *Whack* *Thump*

A & **J** S-sorry…

M & **C** Have you learned your lesson?



特別課外活動部・活動レポート

1/2(土) 報告者：天田乾

なんだか、街がすごいことになってしまってます。変なカルト教団が、元旦の夜に集会を行なったらしくて……。順平さんによると、巌戸台の駅前も、ビラや変なマークの落書きだらけで、すごい混沌ぶりだったそうです。

ニュクスの影響だと思いますが……人間の方が怖いのかもしれません……。

1/3(日) 報告者：岳羽ゆかり

えー、岳羽です。

新年一発目の順平が下らないコメントしてますが、とりあえずひと言だけ言っとくけど……はいてるからっ！

にしても、街はカルト一色です。……ニュクスってどんな化け物なんだろう。どんな強敵でも、勝たなきゃね……。岳羽でした。

1/4(月) 報告者：山岸風花

こんばんわ、山岸です。

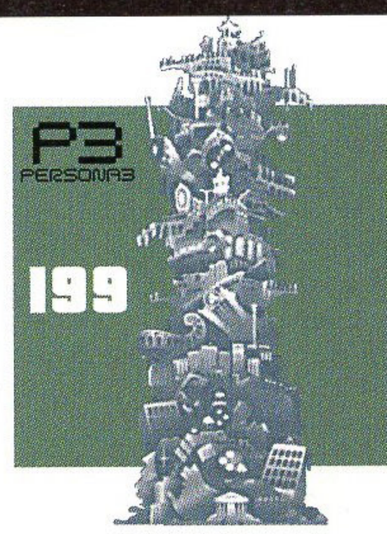
カルト教団の影響は、恐ろしい勢いで広がっているみたいですね……。今日は寮にいて、テレビやネットのニュースをチェックしていたんですが、相当数の関連事件が起こっているみたいです。

もう、一刻の余裕も許されませんね……。

1/5(火) 報告者：真田明彦

カルト教団の活動が、かなり激しくなってきているな。じつは、カルトで思い出したんだが、俺がまだ小学生の頃、大きな新興宗教の道場ができてな。あっという間に廃れてしまったが、あれは……今思うと、桐条の実験で集められた、シャドウの影響じゃないのか？　調べれば何か掴めるかもしれんぞ。

S.E.E.S-R



Anecdotes, Easter Eggs, Making Of, and More

J Man. No matter how much we explain, the questions just keep comin'. What a pain.

C You're tired already? But we've got loads left.

J Junpei, Ace Detective's all out of steam.

A Oh, Junpei. Helpless as ever. Well, since I'm already here, I guess I'll give you guys a hand.

M Why don't we *all* pitch in from here on out? That'd be more efficient.

Y Agreed. You know what they say: "two heads can crush rocks."

F Yukari-chan, I think the expression you're looking for is "two heads are better than one."

K I'm not so sure about this, guys…

A We'll manage somehow.

J Whoa, everyone's here huh? Guess we're doin' this.

C Alright, then. Let's get to it.

Q The image and feel of this game is radically different compared to the rest of the series that came before. How exactly did the creators go about deciding the overall design for this *Persona* title?

J …Uh, yeah… How did they?

A What? You're bowing out already? Fine. I think a major difference with this *Persona* game is its interface design—the eye-catching menu screens and whatnot.

Y They're pretty cute and stylish, huh? I'd say another big factor this time was how the development staff got totally shaken up. For instance, Shigenori Soejima came in and replaced Kazuma Kaneko, who'd been the main character designer up till now.

M You can really feel their ambition to achieve something at every turn. Fantastique!

F Alright, let's give the staff a turn to comment directly on how they innovated with the design this time.

——I've always wanted to work on a game with a full-featured interface, and was constantly on the lookout for an opportunity. I'd see sites on the web that made stylish use of Flash animations and think, "Ooh, this is nice…" You'd click on different parts of the page and various things would happen, which made it enjoyable beyond its primary purpose. I thought it'd be great if we could implement an interface with a fun element of action and response like that into a video game. The goal was a dynamic design that made bold use of the screen with Flash animations and typography. However, since readability and comfort are big priorities with video game interfaces, I had a tough time striking the right balance. Also, with the company's past titles, our approach was to decide on an image for the game itself, and then design the interface to match it. But this time what we did was solidify the game's image around the interface. So we consulted with Soejima and the rest of the staff in charge, locked in the key colors, fonts, and aesthetic for the interface first, and presented that overall visual concept to the rest of the staff. (Lead Designer Wada)

K Umm… What's this "typography" he mentioned?

A menu screen. The protagonist's silhouette was also integrated into the design.

A It's a method of using typefaces as part of your visual design, beyond their basic purpose of conveying information.

Y Ah, I get it. So like those logos for each item on the status screen.

F Why do you suppose they went with blue for the concept color?

J I actually asked them about that. I guess it's because blue represents youth.

F Well that's pretty straightforward… But it turned out good, don't you think? I'm a big fan of that color.

M Another big challenge this game undertook was using animation in events, right?

J Oh, I asked about that, too!

——The basic presentation for events is chibi character models plus portraits, but we also thought animation would be a crucial component this time around. The hard part was getting that animation to work with how we go about making games. When developing games (at our company), we control all the production in-house, and that lets us continue to raise the quality up until deadline. But the downside of that is we tend to put off deciding on crucial things till the last minute. With animation, however, you have a whole bunch of people working on production simultaneously, and they can't get started until you've come up with a firm blueprint for what you want to do. Not providing all that information upfront means lost time and resources, causing the project to fail. And it was for that reason we had a difficult time getting the project off the ground this time. It's a common enough issue, but delays from Tanaka, the scenario writer, almost proved fatal at one point… Which is why placing animation throughout the game—not just in the opening scene—proved even harder than I could have imagined. It dawned on me why other companies almost never do something like this. And then once production did begin, we had to have them make adjustments to match changes during the game's development, then edit and process everything… The issues were endless. There were animations planned for other scenes, too, but for various reasons they were unfortunately cut, since they just put too much strain on the hardware… However, thanks to the director's incredible motivation, I think we were able to achieve a solid aesthetic with the opening and other animated scenes, and I feel satisfied with the unique product we delivered. (Lead Designer Wada)

Y W-what a heartfelt message. You can feel the tremendous effort he put in.

A It sounds like it was a real challenge.

A Right. For instance, if they'd decided halfway through that my character was left handed, they would have had to redo all the animated scenes I'm in.

J And having characters speaking during event scenes for the first time ever must've been real tough, too.

F I'm sure the voice recording was very difficult…

C And think of the pressure they must have felt having to finish the whole scenario before recording could begin. Scary.

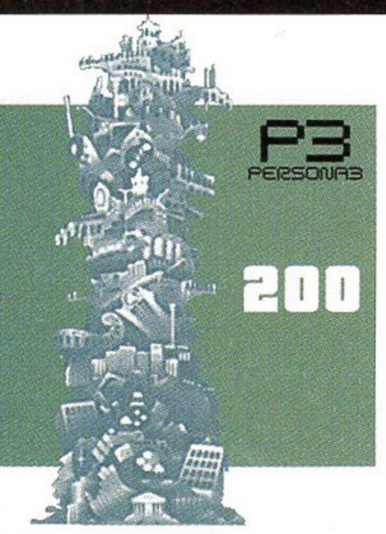
Y We really should thank them for all their hard work.

M Speaking of dubs, there's that part during the final battle where our leader is able to hear our voices. In that scene, only Aragaki's words aren't subtitled. What was it he said?

S Tch… What's the point of remembering trivia like that? Just forget it.

Y Huh? C'mon, I wanna hear!

S Dammit, fine. I said, "Alright, let's do



特別課外活動部・活動レポート

1/6（水）　報告者：アイギス

今日、テレビを見ていたら、医療機関の方を取材したドキュメンタリー番組をやっていました。メインは新人医師のお話で、なかなか感動的な内容でしたが、患者が無気力症の方だったんです。

わたしはテレビ番組について詳しくはありませんが……番組中で確認できる時間経過だけを考えても、相当以前から取材を続けていないとこの番組は成り立ちません。そんな以前に、取材対象として選ばれるほど無気力症患者が多かったとすると……わたしたちが知る影人間の広がりは、その実態を掴みきれていなかったのではないでしょうか？　いまはどれ程の患者数なのか……。

1/7（木）　報告者：伊織順平

うっす、順平っス！

明日からいよいよ新学期っスね。学校がカルトに占領されてたりしねえよな……？　あの連中の、血迷ったセリフ聞いてると、ストレガのこと思い出しちまってさ。なるべく目に入れないようにしてんだけど……。ま、とりあえず気合い入れていこうぜ！

1/8（金）　報告者：桐条美鶴

——桐条だ。

学校内へのカルトの影響だが、予想以上に大きいようだな。ある程度は覚悟していたが、ここまでとなると、正直途方に暮れる。

まあ、幸いにして生徒会執行部には、カルトに傾倒している者はいないようだが、厳重に注意しておくことにしよう。

S.E.E.S-R

Illustrations Gallary

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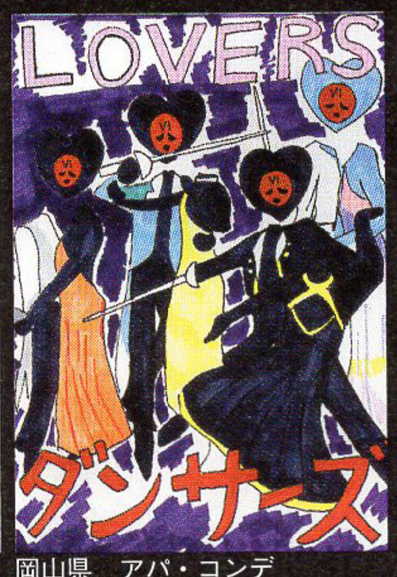
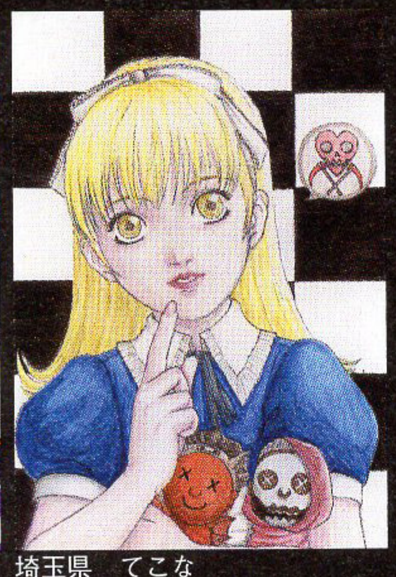
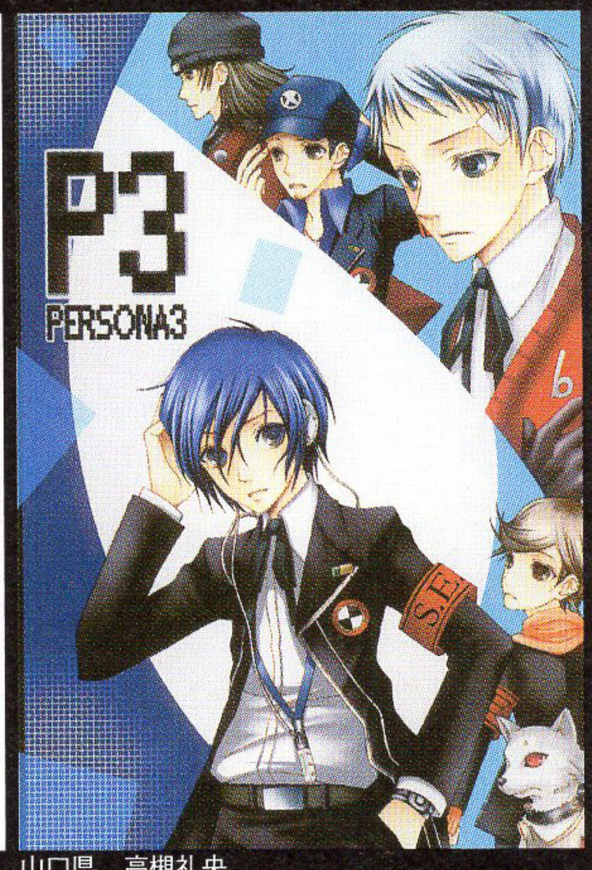


岡山県　アパ・コンデ


埼玉県　てこな

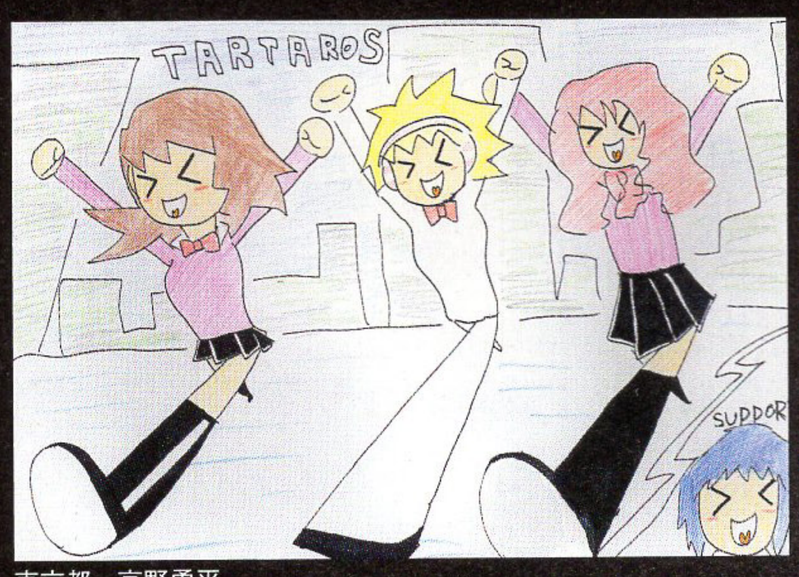
宮城県　くめなつ

大阪府　双月葉津希



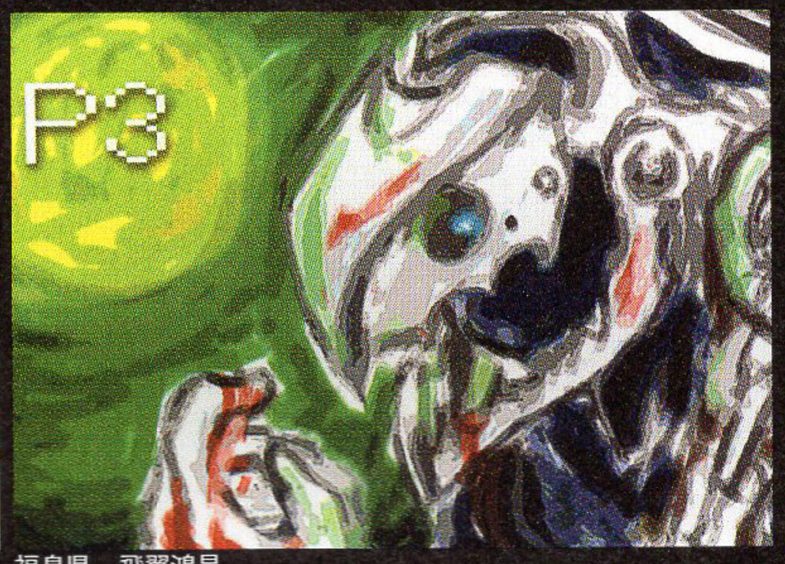
山口県　高槻礼央

東京都　周防薫



東京都　高野勇平

東京都　高槻智



福島県　飛翼鴻星

this."

F That line… It made me really emotional. Like he'd been watching over us the whole time.

S Right, but…me saying that there…was actually the result of a little goof. An accident, basically… Like, it just slipped in there by chance.

Y Huh?

S I was never planned to be in that event since I'd already died. And the scenario lead is really particular about how when you die in the world of P3, that's it. No conveniently coming back to life, no watching over people as a spirit—nothing to soften the blow. Which is a stance I totally agree with.

C Agreed… That's why we have to give it our all while we're alive. Because once you die, there's no more chances.

S Right? But just in case something changed, they recorded my voice. And then, because they saw the voice file was there, the staff in charge of the battles went ahead and stuck it in. Tch… Why'd they have to go the extra mile?

J Heh. Well, it was a happy accident—at least for us.

Y It totally was. Feel free to resurrect next time you get the chance!

K But if Aragaki-san comes back to life, what'll happen to my resolve?…

S Don't worry, it ain't gonna happen. I'm done babysitting you guys now. The rest's up to you.

A Then I'll enjoy my youth twice as hard. For your sake, Shinji.

S That'd only piss me off more…

The protagonist finds courage in the words of his friends. Many players were moved upon hearing Aragaki's voice.

特別課外活動部・活動レポート

1/9（土）　報告者：真田明彦

ボクシング部の後輩が数人、カルトにやられていたようだ。体育会系の部には、カルトにハマるような奴はいないと思っていたんだが……。人の心は意外と弱いからな。

とりあえず、あの連中をまっとうに戻すついでに、カルト教団の内部事情でも探ってみるか。何か役に立つかもしれんからな。

1/10（日）　報告者：アイギス

明日は"成人式"というものがあるようですね？　20歳になると法律的に"成人"と認められるため、それを祝う祝典と理解していますが正しいでしょうか？

人間とはアナログで非線型方程式的に成長するものだと思っていましたので、そのようにデジタルにランクアップするイベントがあるというのは、興味深いですね。

これまで、夏祭りも初詣もたいへん楽しく経験させていただきましたので、できることなら成人式も経験してみたいと思います。

ですが……わたしは今何歳なのでしょう？　動作停止期間中に成長していないと見なすと、満1歳に満たないのですが……。

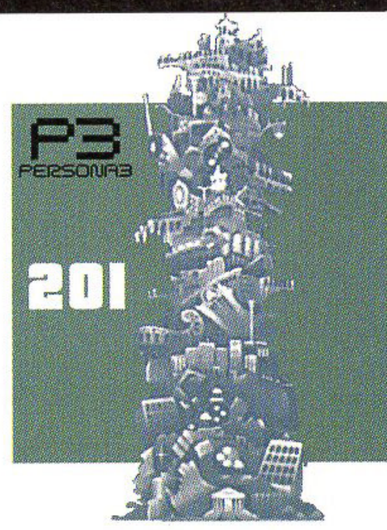
1/11（月）　報告者：岳羽ゆかり

え一、岳羽です。

今日の成人式、無気力症の影響で、全国の成人式会場は大変だったみたいです。ホント、世の中カルトに影響されまくってますね。

これって、メディア戦略で何とか対抗できないもんかなあ？　美鶴先輩、桐条グループのメディア部門って使えないですか？

S.E.E.S-R



Q I love the mysterious design of Tartarus. I feel like I've seen it in some famous painting or other. What sort of motifs are at work?

M You're on the right track with famous paintings. Designer Soejima wanted the theme of Tartarus to center around surrealist elements for a reality-bending space. And so he made an effort to incorporate aesthetics from Dutch painter Maurits Cornelis Escher and Italian painter Giorgio de Chirico.

K The names of the tower's blocks all sound unfamiliar. Are they derived from mythology as well?

A Correct. Their names come from Jewish teachings regarding the world, life, and death, and correspond to the seven divided earths. "Monad" also derives from Judaism, and refers to the unity of all things in one.

J Wait, but aren't there only six blocks apart from Monad? That leaves one of the seven worlds unaccounted for, right?

A Remember that rooftop level where we fought Nyx Avatar? That's the seventh block: the Palace of Eretz.

M I also asked about the design concept behind each of the other six blocks. I'll quote the comments we received in full.

○Block 1
Thebel, Garden of the Secular

We incorporated elements of the Dark Hour while still maintaining the school's atmosphere. The Monad Depths, a hidden block of the tower, lie at the bottom of Tartarus just like the first block, so it also largely retains the look and feel of the school.

○Block 2
Arqa, Garden of the Visages

We designed this one to evoke a superficial sort of fear. An optical illusion has been integrated into the pattern on the floor, where from one direction it looks like skulls, while from another it appears to be angels. We also borrowed elements from Celtic architecture and Giger paintings.

○Block 3
Yabbashah, Garden of the Uncouth

This block was designed to bring out a sense of the bizarre, with ascending stairs that suddenly turn into descending ones like an Escher illusion. It was tough work getting these incongruities to work with 3D models. The pattern on the walls and the slopes that look like stairs also serve to deceive the eye, making this block, in my opinion, the best expression of the game's themes.

○Block 4
Tziah, Garden of the Extravagant

We made this a gold dungeon, seeing as it's a manifestation of greed. With the game's story getting more and more exciting as it passes the halfway point, we wanted to make an extravagant block that would match that mood. With that in mind, we created it so that the materials and furnishings would be more lavish than whatever you find in chests.

○Block 5
Harabah, Garden of the Scorched

We wanted this block to give off a chaotic atmosphere, and decided to go with these psychedelic spiral patterns. With the game approaching its final stage, we tried to incorporate abstract motifs that would distinguish this block from the previous ones. We also made this area black to set up a drastic transition when you move to the next, sixth block.

○Block 6
Adamah, Garden of the Melancholy

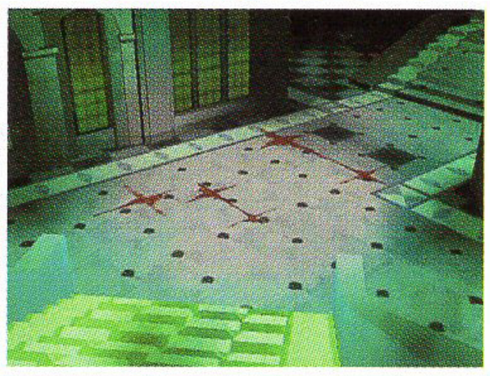
With this block coming before the final showdown, we wanted to give it a minimalist look free of clutter. The grooves carved into the walls and floor represent the Milky Way and the flow of outer space and the Earth's atmosphere, taking inspiration from Van Gogh's *Starry Night*. The basic white color scheme also denotes the white garb of death worn before a decisive struggle.

J Damn... That was a whole class worth of info.

M One more thing regarding Tartarus. There's this really handy special effect called the "Dark Hour blur." It's used constantly during the Dark Hour, and makes the edges of the screen appear to shimmer and sway.

タルタロスの不思議なダンジョン

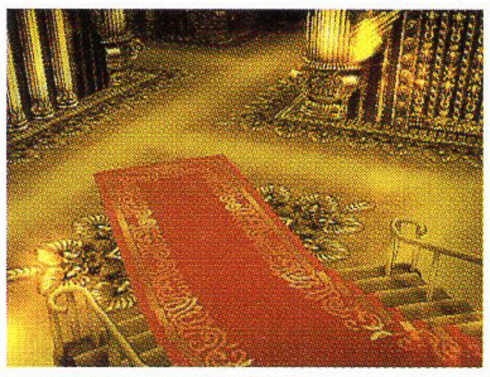
第1階層：世俗の庭テベル



第2階層：奇顔の庭アルカ

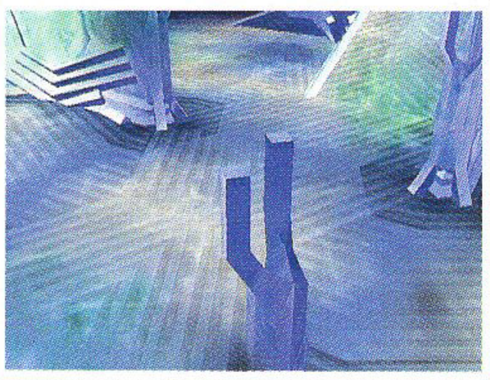
第3階層：無骨の庭ヤバザ

第4階層：豪奢の庭ツイア



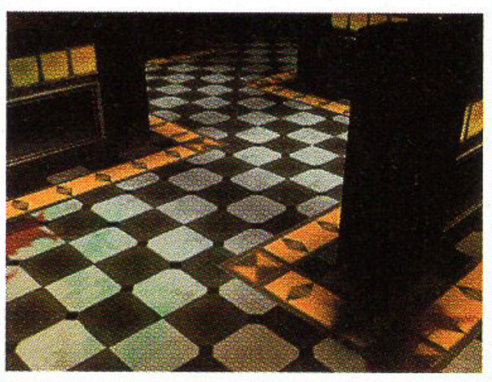
第5階層：焦炎の庭ハラバ

第6階層：憂鬱の庭アダマ



第7階層：王居エレス

深層モナド



Y Right, right. And it feels kind of icky to actually walk through it.

F Come to think of it, there are lots of different screen effects used here and there. I personally like that dazzling sunlight effect you see during the daytime.

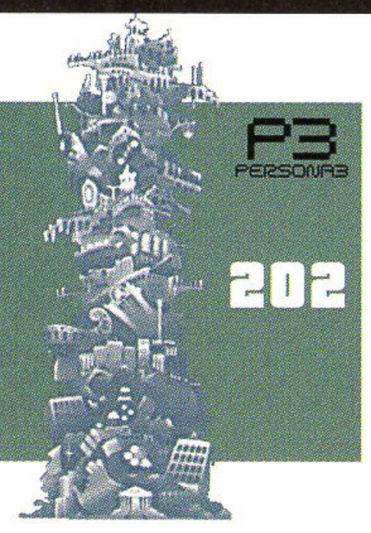
M That effect's called the "Persona flare." I hear it's near and dear to the staff's heart.

A Merveilleux.

M Don't steal my lines, Aigis...

The Dark Hour blur, used during ordinary hours of darkness as well. The dark green blur evokes an ominous feel.

The Persona flare, a screen effect used to illustrate dazzling sunlight. Its brightness varies depending on the current season.



特別課外活動部・活動レポート

1/12（火）　報告者：山岸風花

こんばんわ、山岸です。
昨日、ゆかりちゃんが言っていたメディア戦略の件、先手を打たれてしまいました。
真田先輩たちが、巌戸台のラーメン屋で見つけた雑誌に、カルト教団のリーダーのインタビュー記事が掲載されてたらしいんですが、そのリーダーというのが、行方不明だったストレガのタカヤだったんです。
内容を簡単に言うと、ニュクス礼賛とニュクスに反抗するもの……これ、私たちのことですね。その反抗者の糾弾でした。しかも、無気力症患者の事件まで、私たちのせいにされて……敵ながら上手いやり方です。今からでも、何か対抗できないか考えてみます。

1/13（水）　報告者：天田乾

昨日、風花さんが言ってたストレガのインタビュー記事、何だかヘンに人気が出ちゃってますよ。テレビのニュースで取り上げられてて。これってニュクスの影響なんかじゃなくて、明らかに軽薄なメディアの責任ですよね？　どうしてこう大人って無責任なんだろう。僕らの努力が全部台無しですよ。

1/14（木）　報告者：アイギス

カルトにはまり込む人と、はまり込まない人……この違いは、どこから来るのでしょう？　……わたしの心は、あのカルトに流されてしまうことはないんでしょうか？
不確実な世界で、自分自身を強く持ち続けることが、これほど不安だとは知りませんでした。何か、手がかりが欲しいんです……。

A Alright, we've still got a few detailed questions to answer. Let's tackle them one by one.

Q The battle scenes are rather comical this time around. Why is that?

M I definitely also thought the All-Out Attack animations were over the top at first. But once you get used to them, they're pretty entertaining in their own way.

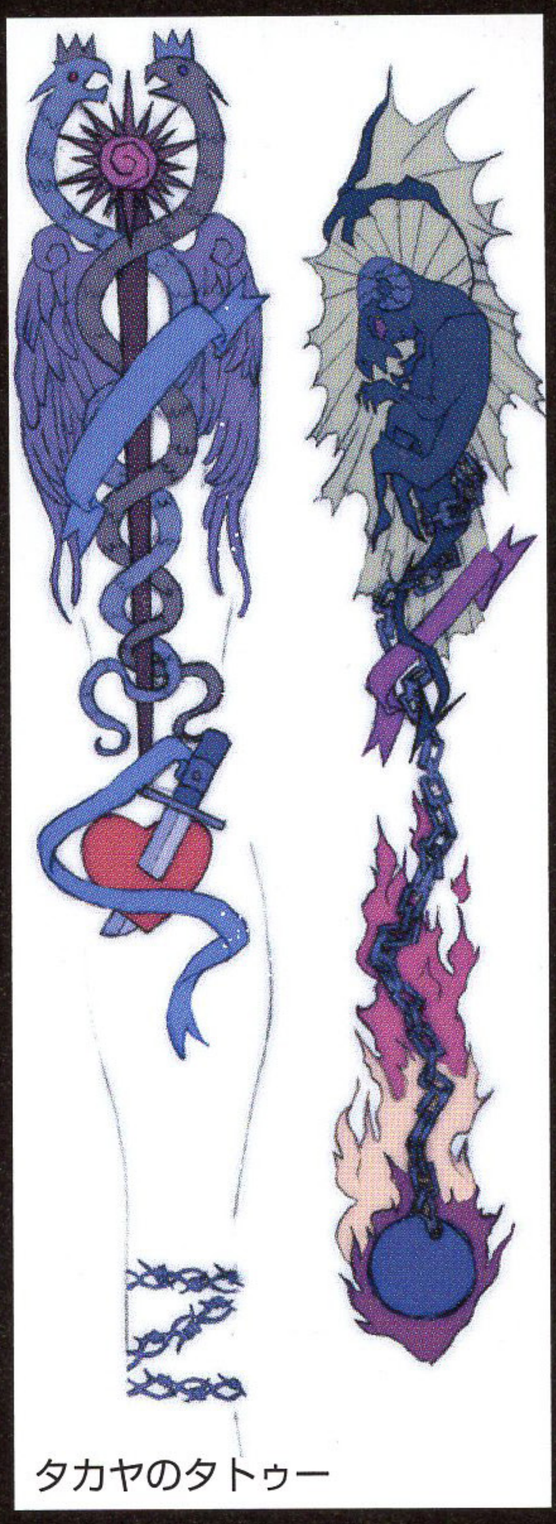
F Like many other aspects of the game, they really impress upon you how ambitious the staff was to create something new and different from the previous titles. Apparently the concept behind the battles was to make sure they felt lively and fun.

J Well they definitely checked the "lively" box. When we're waiting for the player to input their commands, we sort of fidget around, right? Evidently that was pretty tough to program in, but they found a way to do it.

K And speaking of "fun," there's a lot of really amusing weapon designs—like the Bone, or the Bus Stop Sign.

A I just about wanted to die when they made me equip that one pair of gloves… I hear they actually created twice as many models for those weapons, but they never got used for some reason. I'd love to see the rest if the chance ever arose.

J What I'd love is if they made the graphics change with your armor… What guy wouldn't kill to see that High-Cut Armor…



タカヤのタトゥー

Q Takaya from Strega has tattoos on his arms. Is there any meaning behind them?

J Hey, Chidori, mind callin' that friend of yours? You know, the exhibitionist.

T Who are you calling an exhibitionist? These are the marks of a failed experiment—a stigma.

J Stigma? Whaddya mean?

J When someone can't control their Persona, it goes berserk and its power leaks out, leavin' a pattern on their skin. The parts in the middle of his tattoos aren't tattoos at all—they're the pattern his Persona left. To be honest, I don't really like showin' mine to people. That's why I wear clothes that'll cover it up, even when it's hot out.

J Yikes… Seriously? Wait! Does that mean you've got those marks too, Chidori? So that's why you're always decked out like this…

C No, this is just my style.

J Oh, r-right…

Q Mention is made of Aigis's "sister units." Could you elaborate on that?

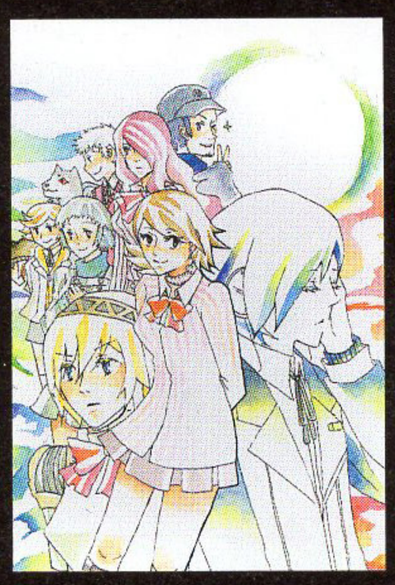
A I can't divulge the specifics, as it would violate secrecy protocols, but from the time the first prototype was produced to the day I emerged, about 10 units were developed. The earliest model was essentially no more than a tank. Only a handful of my predecessors were humanoids, and only three units, including myself, were furnished with a core capable of summoning Personas—that is, a heart containing a Plume of Dusk. However, the other two were destroyed 10 years ago, before they ever had a chance to activate…

Illustrations Gallary

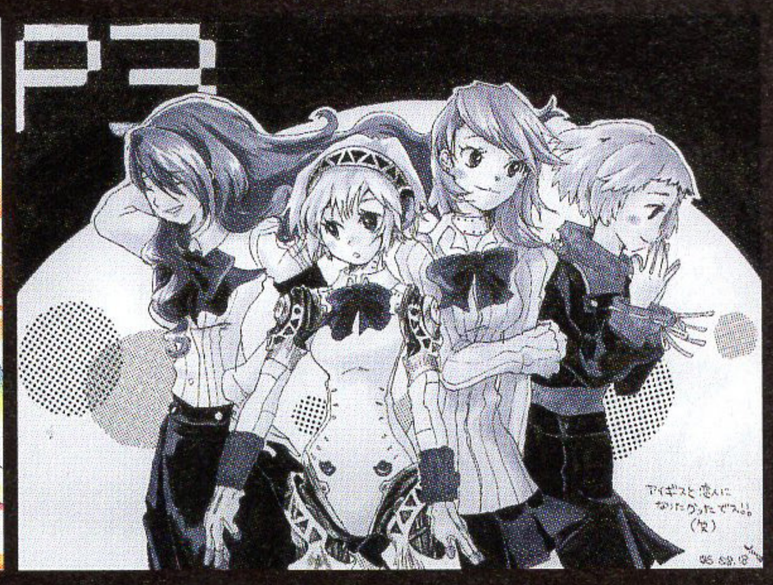
東京都　ナナシ

東京都　千羽鶴

茨城県　吉貴

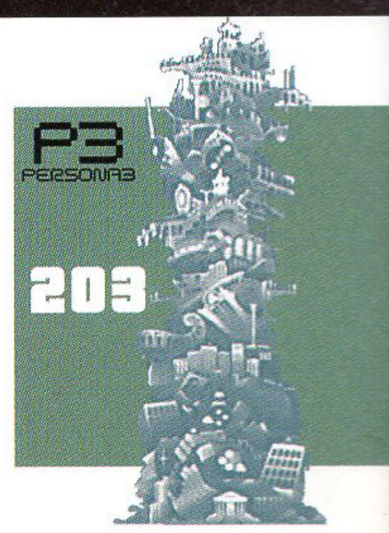


秋田県　いきものらんど



千葉県　千鳥ゆた

福岡県　碧田慎哉



Despite using her Persona's abilities to scout ahead, Mitsuru has to rely on a machine to relay what she learns. See below for more details.

The mysterious Mr. Blumoun. Mentioned only in a conversation on the way to school, he never actually appears during the game.

Q How exactly do Mitsuru and Fuuka go about exploring Tartarus's interior?

M In my case, Penthesilea has the power to precisely predict an attack's area of effect, and by utilizing that ability, I can sense the terrain ahead and whether or not enemies are present. But the limiting factor is that I need a transceiver to relay the results of my search.

F My Personas Lucia and Juno have the ability to sense life flow, and with that power I can read the biometric data of everyone in the combat party and scan nearby terrain and enemies. Because I receive all the sensory input of the party, I can perceive enemies I myself am not directly looking at.

C By the way, I can also explore using similar means. While I do it actively instead of passively like Fuuka, the mechanism of sharing biometric data is the same. Although my scouting abilities are somewhat inferior, I make up for it with my ability to disrupt enemies by messing with their sensory perception. Does that make sense?

Q Are adults unable to use Personas?

S Allow me to field this question. I explained Adapters and Potentates in detail earlier, but the gist is that they're individuals with the will to gaze upon the death inside them and actively engage with it. Therefore, adults should theoretically be able to summon Personas. However, younger people tend to be more spirited and less likely to back down, which might mean it's easier for them to manifest their Personas.

A Even faced with the death of my parents and sister, I didn't give in. I kept seeking to become stronger, which must have helped awaken my Persona potential…

S An origin story fit for a hero—an Aki-hero.

J A-Aragaki-senpai?

S M-my precious pun… Was killing me not enough? Don't go adding insult to Shinjury!

J How the hell'd I get stuck with these guys?…

Q Why did the creators have Mr. Ono, the history teacher, wear a helmet?

Y It really makes you curious, doesn't it? I was surprised too the first time I saw it in class.

F I got used to it really quick, though.

J Evidently one of the staff in charge of producing models is a huge armor buff. They're the one to thank for that.

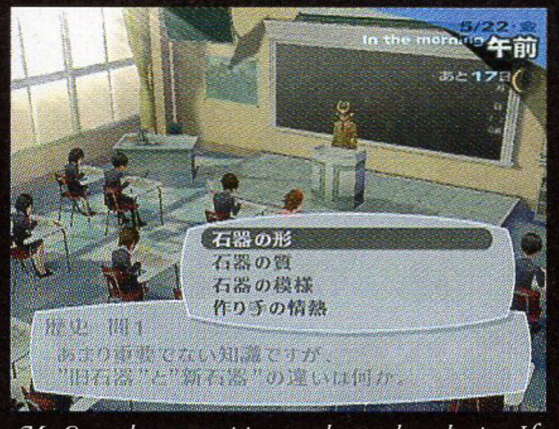
Y An armor buff?

J It got finalized without the knowledge of either Soejima or Tanaka, one of the game's planners. During development, they figured it was just a weird gag model. Little did they know…

F Wow, so that's what happened.

J Oh, and apparently that same staff member is the one who designed all the Musha-type Shadows.

Y Talk about commitment!



Mr. Ono, whose eccentricity turned out to be endearing. He probably wouldn't fare as well in real life…

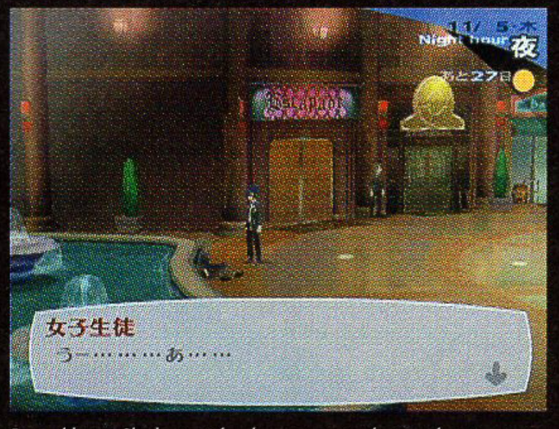
Q Is it possible to succumb to Apathy Syndrome again after being cured?

M To begin with, Apathy Syndrome occurs when a person is deprived of a part of their unconscious—the Shadow that resides in their psyche. However, defeating that Shadow during the Dark Hour will cause it to return to its owner's mind. That's the mechanism by which Apathy Syndrome is cured.

A But if a Shadow remains separated from its owner too long, there's a risk of minor impairments to memory and mental functions, and in some cases the victim isn't able to recover.

J But even after they're cured, isn't it possible someone could let the same thing happen and lose their Shadow again?

M I imagine that chance is very low. When a Shadow returns, its owner unconsciously accepts into the depths of their heart everything that Shadow perceived during its time apart—including its brush with Nyx, the embodiment of death. Though only a vague sensation of horror, it's enough to cause some introspection in any but the most stubborn fools. This subconscious recollection of terror serves as a safeguard against relapse.



It would seem Shadow people who reappear in the same location are in fact different individuals. Humans learn from their mistakes, after all.

Q On May 18th, we overhear someone mention a "Blumoun." Who is this person?

Y Oh, the one who got hospitalized after a signboard fell on him, right? I *hate* that guy! Even in the winter, he bans girls from wearing tracksuits and oggles their thighs with a creepy grin. And then he tells the ones who can't run fast it's because their boobs are too big. He's literally the worst!

F His real name is Mr. Aoyama, and he's in charge of PE classes. I don't like him either…

T Well, no need to worry now. We made sure he got his just deserts.

Y Wait… You mean the signboard accident was you guys!?… Well done!

Q How do the members of Strega usually get by?

T Right. We're not on the civil register, and we don't even know our true names.

J Findin' a job or rentin' a house is a real pain in the ass. Though there are plenty of workarounds for that stuff.

C The Dark Hour's basically a stealing spree for us. Clothes, essentials, you name it.

J Chidori! You can't do stuff like that!

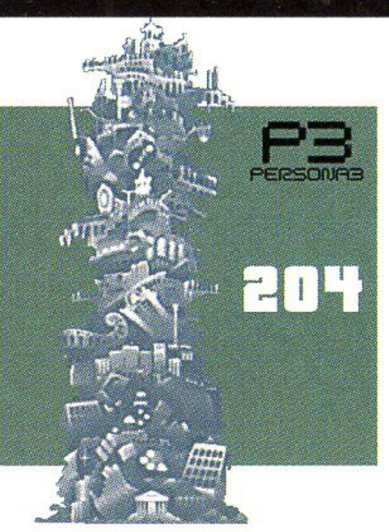
C It's okay, I don't anymore.

J I mean, there's no risk of gettin' caught. But sometimes I need cash, too, and for that I'll do honest work…like posting ads on other revenge agency sites.

J You have affiliates!?

J But it hardly brings in traffic. There's not much profit in it.

J I would hope not!



特別課外活動部・活動レポート

1/18（月）　報告者：山岸風花

こんばんわ、山岸です。
順平くん……普通の学校の試験のときでも、一夜漬けはゾッとしないからダメだよ。
ところで、今日はすごい洞察力を持っている女記者の人に会いました。天田君が大人は頼りにならないって言いますけど、見てる人は見てるんだって、少しホッとしました。

1/19（火）　報告者：岳羽ゆかり

えー、岳羽です。
今日は久々に料理の腕を振るって満足！ま、相手はコロちゃんだけどね。決戦前の体力増強メニューです。美鶴先輩に褒められたけど、じつは自分のストレス解消兼ねてたりして……。そういや真田先輩がうらやましそうに見てたけど、お腹空いてたのかな？

1/20（水）　報告者：アイギス

今日、順平さんが、前に綾時さんが座られていた席をじっと見ていました。彼が戻ってくる奇跡を期待してたんでしょうか？　以前なら、そんな感情は理解できなかったのですが……今はわかるような気がします。でも、弱音は吐きません。わたしへの誓いを果たすため、まだ止まるわけにはいきません。

1/21（木）　報告者：伊織順平

うっす、順平っス！
いやー、アイギスに見られてたか。まあ、そうだな……期待はしてたか。リョージが帰ってくるのをさ。やっぱ、ダチだったわけだし。まだ、アイツを元に戻すこと、少しだけ考えてんだ。オレも弱気だよな。ま、でも悲観はしないぜ。お互い頑張ろうなっ！

Phoenix Ranger Featherman R Previews

日付	話	内容
第1話〜第8話	S不明	主人公の入寮日4月6日以前は不明。また4月12日はペルソナ初発動の疲労で倒れていたため番組は見られない。
4/19 第9話	S泥沼の恋！　ときめけ！ フェザーオウル！	いきなり気になる展開。いや、泥沼なのにときめいちゃダメだろ、フェザーオウル。
4/26 第10話	Sカップヤキソバ！　食べ尽くせ！ フェザースワン！	どこか、食品会社とのタイアップか？　とりあえずスワンが大食いという設定が確認される。
5/3 第11話	S危険すぎる遊び！　とびすぎだぞ！ フェザーマンたち！	この放送後、保護者から子供が真似して怪我をしたとのクレームが！　放送打ち切りの危機!?　とかなったりして。
5/4 第12話	S不明	あねはづるオーバーランのニュースが放送中。フェザーマン始まるまでに起きられなかったか？
5/17 第13話	S愛の迷宮島！　慰めのキスのお返しは… 往復ビンタ？	お子様番組にあるまじき展開。キスで慰めるのは二枚目以外はNGです。
5/24 第14話	S愛の必殺砲弾！ 時には土下座が勝機のカギ！	「愛の」シリーズ第二弾！　つか、土下座かよ。愛どこにいったんだよ。
5/31 第15話	S高校生戦闘員！　熱唱だ！ フェザースワン！	またもやスワンがメインの話。一番の問題は戦闘員が男子なのか女子なのかというところだ。
6/7 第16話	S紙々の混乱！　画に描いた餅に注意だ！ フェザーホーク！	きっと描いた絵が実体化する怪人とかが出るに違いない。あと主人公らしきホークに天然ボケ疑惑が。
6/14 第17話	S復活の女教皇！ 厄介な敵の復活なんて嬉しくないぞ！	既に倒したらしい敵の復活話。モノレールのあいつを思い出して、寮の仲間は思わず共感って感じ？
6/21 第18話	Sコンドル、死す！ チビっ子のみんな、ハンカチの用意だ！	ちょ、初めて名前が出てきたって思ったらいきなり死ぬんか？ ただ、後の予告編を見る限り生き返る模様。
6/28 第19話	S見えないこともないです！ 自分を信じろ！　フェザースワン！	またスワンが主役。視力低下に悩むスワンが、見事メガネっ娘となり新たな萌えを手に入れる話（嘘）
7/5 第20話	S結婚布団圧縮袋！ 可憐な少…	タイトルが切れているのは、途中で臨時ニュースが入ったため。結婚とか可憐な少女とか、続きが気になるちゅーねん！
7/12 第21話	S歩く資源ゴミ！ よい子のみんな、限りある資源を大切にね！	ペットボトル怪人登場の回、かもしれない。でもって怪人を普通の人にリサイクルという話、なのかもしれない。
7/19 第22話	S不明	鹿児島での日食のニュースが放送中。屋久島旅行前日のため、チャンネルを天気予報にしていたのかも。
7/26 第23話	S新規戦隊参上！ ミンミンマルに負けるな！	ライバル戦隊登場という話か？　ミンミンマルという名前からして「何とか戦隊セミマン」だろうか。一週間で全員死亡。
8/2 第24話	S出動超ロボット！ イカロス！　ガルーダ！　合体だ！	スポンサーの玩具会社のテコ入れで、ついに巨大ロボが登場。放送当日に新発売。セット価格で税抜き5980円。
8/9 第25話	S半笑いの影！ 陽の目を見た影の大暴走!?	ちょっとシャドウを思い出させるタイトル。桐条がスポンサーだったら、シャドウ研究成果を活かしてたりして……。
8/16 第26話	S俺は原始人！ 時代は変わっても恋する気持ちは一緒！	最後にちょっと泣けるラブストーリーの予感。意外と、こういう話ってありそう。
8/23 第27話	S魔界大放出！ スワロー！　コンドル！　オウル！　往け！	いっきにメンバーの半数が死亡するんじゃないかという勢いのタイトル。ホークとスワンは安全地帯で傍観？
8/30 第28話	S本家次元獣！ 悪党でも"おイタ"はカワイイね！	とりあえず、敵怪人の名前が次元獣だというのが判明。タイトル後半は意味不明……気になる！
9/6 第29話	S最高の戦い！ とばっちりでホーク重症!?	ホークは主役っぽいのだが、「とばっちり」ってことは今回メインじゃない？　最高の戦いなのに……。
9/13 第30話	S三魔人起立！ 恋人が悪の手先にさらわれるのは、お約束？	強そうな"三魔人"とやらが登場。でも「起立」ってあまり怖くない。さらわれた恋人とは誰かも気になる。
9/20 第31話	S不明	台風でびしょぬれになった主人公が、風邪を引いて寝込んだ日曜日の回。根性で見たかった！
9/27 第32話	S翼よ！　もう一度！ よみがえった魔人たちをやっつけろ！	またもや再生怪人登場。こういう場合、予算がなくて着ぐるみ使い回しの可能性が大。人気ないのか……？
10/4 第33話	S不明	満月バトルのためにテレビ視聴不可。よく考えたら、フェザーマンばりの戦いの日々を過ごしてるよな。
10/11 第34話	S裏切りのホーク！ ホークが悪の手先に…？	なんと主人公のホークが裏切り!?　本来"黄色"あたりの人がやる役なのに、いじられやすい主人公である。
10/18 第35話	S鳩からもらった戦う勇気！ 病気の少女のために、スワロー奮闘！	ちょっとイイ話の予感。お約束どおりなら、きっとスワローは病気の少女と同世代の子供。甘酸っぱい初恋話だ！
10/25 第36話	S歩く食欲、アリ男！ ホークが女湯をのぞいた？	ついに放送は3クール突破！　タイトル前半と後半のバラバラぐあいが、現場の混乱を示している。つか、ホークって……。
11/1 第37話	S誕生、大帝王！ オウルより大食い、コンドルより女好きの大帝王！	4クール目突入で新たなボス敵出現？　コンドルって女好きだったのね。オウルが大食いなのは予想通り。好物はカレー。
11/8 第38話	Sいきなり金づち！ テレビの前のみんな、お友達は大切にね！	タイトル後半から考えると、友達をいきなり金づちで殴る話？ 保護者クレームで、再び放映継続の危機か!?
11/15 第39話	S振り回せ命のサイコロ！ 地球を賭けての丁半勝負！	ある意味、これも教育に悪い話である。つか、フェザーマン、勝手に人類の命を賭けないよーに。
11/22 第40話	S放送中止	臨時ニュースのため放送中止。ニュース内容は、辰巳記念病院へのストレガ襲撃に関するもの。
11/29 第41話	S変身不可能基地爆発！ 汚名挽回だ、フェザーマンR！	放送中止になったのに、1話飛ばしたまま何事もなく継続。それはさておき、汚名「挽回」ではなく「返上」だフェザーマンR！
12/6 第42話	S俺の腕で眠るといい！ 恋愛模様交錯…この番組は戦隊物なのに!?	「戦隊物なのに」って自分で言っちゃってるよ、おい。視聴率は良さそう。ホークの腕でオウルが眠る、とかってオチかも。
12/13 第43話	S長官の体内を探索せよ！ ロボットをミクロ化させる科学力さく裂！	ある意味これも定番、小さくなっての戦い。こういうのや人格交換ネタなんかは、たいていネタ切れの証拠。
12/20 第44話	S魔人ロボ、タンニカ！ フェザーマンR最大のピンチだ！	タンニカって何!?　Yahooで調べたら「タンニンではありませんか?」と言われた。そうなの？　とりあえずピンチらしい。
12/27 第45話	S勝利のホットココア！ 内輪もめの隙をついて魔人ロボを倒せ！	名前が不可思議なロボは倒せたらしい。しかし、内輪もめの隙をつくって、みみっちい作戦だなあ。
1/10 第46話	Sトマト農園の大魔王！ オウルのトマト嫌いは食わず嫌い!?	何と大食いのオウルに好き嫌いがっ!?　関係ないけどこのタイトルで『サラダの国のトマト姫』を思い出した。
1/17 第47話	S大帝王の大栄光！ 戦いは最終局面へ！	いよいよ終盤！　真の敵らしい大帝王とやらも登場する様子。にしても伏線ナシで登場する敵多いなあ。
1/24 最終回	Sはばたけ不死鳥よ！ ホークとスワンが結婚！　その時コンドルは…	ついに気になる三角関係に終止符が……コンドル、本気で愛してたのか……。って、戦隊物だよね、これ？
6/17 番外CM	ポロニアンモールで、僕と握手！ …はできないんだ。　残念ながら…。 不死鳥戦隊フェザーマンR！ 毎週日曜、好評放送中！	

Q I'm curious about that *Featherman R* show that plays on the dorm's TV every Sunday.

F Yeah, I noticed someone was always changing the channel to it.

Y I *knew* there was a secret otaku in our dorm!

M Come to think of it, Akihiko and Aragaki used to play at being superheroes all the way up to middle school. Heheh…

A I-it isn't me!

S But you know, that show's a sequel to an SFX superhero show that was incredibly popular back in the day. It kind of takes me back. If you played *Persona 2: Innocent Sin*, you might remember that scene where the main characters are all wearing masks during a flashback. That was the original *Phoenix Ranger Featherman* show they were playacting.

J Whoa, it's that old?

S Almost 20 years now.

F We actually have a list of all the next-episode previews you can check out in the game. I'll go ahead and stick it above.

Y Wait a minute. Who put this thing together? Come on. Who's the otaku?

A S-stop looking at me like that, Takeba! I told you it's not me!

J I'm not really into that stuff either.

K It isn't me. I'm nearly in middle school. That stuff's too kiddy for me now.

A Sure as hell ain't me.

Y Hmm… Then by process of elimination… Wait, it couldn't be…*him!?*

J Hah, it totally could. I never know what's in that guy's head.

A Oh, look at the time. A *Featherman R* re-un's about to come on.

J It's you!

A Featherman mask as it appears during a flashback scene during Persona 2. *Apparently the show's been popular for quite some time.*

特別課外活動部・活動レポート

1/22（金）　報告者：岳羽ゆかり

えー、岳羽です。
んー、まあ言いたいコトはわかるよ。私たちにとってのベストは、ニュクスの滅びを防ぐことでしょ？　できれば、綾時君を傷つけずに済むといいよね。
それより、いまは進路相談よ！　もー、なんだってこんな時期にやんのかなあ。

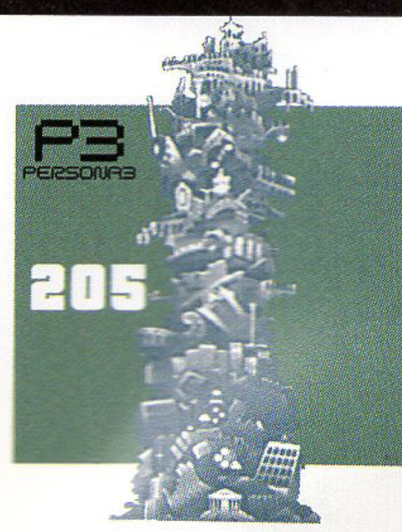
1/23（土）　報告者：桐条美鶴

――桐条だ。
ラウンジで君たちの話を聞いていると、かなり進路相談で悩んでいるようだな？　この先の人生を見据えることは、ニュクスとの戦いを乗り切るためにも役立つはずだ。大いに悩むといい。まだ先は長いんだし、道を選べる自由を楽しむくらいの気持ちでな。

1/24（日）　報告者：天田乾

進路かあ。みなさん大変ですよね。
僕の場合、援助してくれている親戚の経済的負担にならない限り、好き勝手に選べるから気が楽なんですけど、それでも高等部に行ったら悩むことになるんでしょうか？
クラスメイトの中には、もうこの歳で自分の進路を決められちゃってる奴とか、自分で決めて突き進んでる奴もいますね。今から進路を決めちゃって、もし途中で挫折したらどうなるのか、他人事ながら心配ですよ。
だって、子供が本当に困っているときに限って、大人って無責任じゃないですか？　そうだな、そういう大人にならずに済む進路ってのがあるなら、それを選びたいです。

S.E.E.S-R



Q There's a show called *Who's Who* that occasionally plays on the TV. Who are the people featured on it?

Y Those guys are like our grand-senpais, right?

M They're Persona users who played a part in *Megami Ibunroku Persona*, *Persona 2: Innocent Sin*, and *Persona 2: Eternal Punishment*. From what I've seen on TV, they're all living peaceful lives now.

F Isn't Trish the reporter also a character in those games? I hear she ran a healing spring and would chant, "Pain, pain, go away." But apparently she charged an arm and a leg for her services.

J Guess we've got it easy, huh? We can fully recover just by returning to the entrance.

A But it's odd none of them tried to get involved with the crisis in Minato-ku this time, what with being Persona users and all…

M That might be because they no longer *are* Persona users.

A What do you mean?

M According to the game's planning leads, the "essence of life" in the world of this work is a force whose function is to bring about some change in spacetime. In other words, the ability to interfere with spacetime—thought to be a capacity unique to Shadows—can in fact potentially be wielded by anything that has life.

A So what you're saying is there's someone out there who desired a parallel universe where powers were unnecessary…and managed to make it a reality?

M Well, it's just one possibility. But let's move on from that and introduce our esteemed forbearers! Just in case we run into them again somewhere.

Y Hey, has anyone else noticed? The day these characters are interviewed is always their birthday. It makes sense Mark would be back in Japan for that. I would have liked to catch up with Brown, Jun Kurosu, and Ayase, though.

Trish, the spring fairy remembered first and foremost for her love of money. Alongside Igor, she's been in every game.

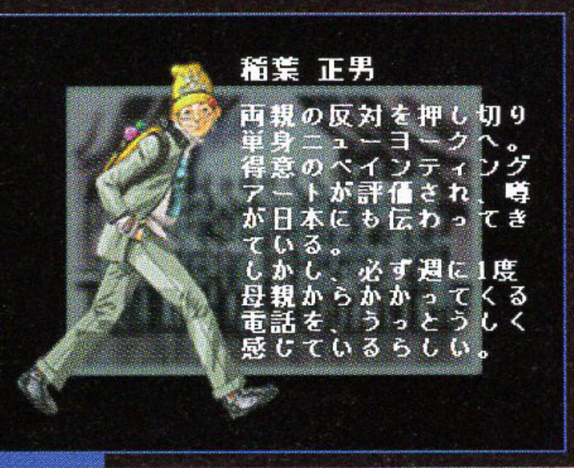
TRIVIA Who's Who

「見るからに姉御肌の二十代の女性でぇす。お姉さんはカメラマンさんですって！　愛用のカメラは師匠から託されたものだとか」

4/9に登場するのは、黛ゆきの。通称ユッキー。1作目から登場している女性だ。『罪』ではカメラマン見習いだったが、その後、無事に夢を叶えた模様。

ペルソナ2　罪　INNOCENT SIN

「黄色いキャップで目立ちまくりの二十代の男性でぇす。海外で、あーとを勉強中のお兄さん。一時帰国中に会えたのは奇跡かも？」



7/11は1作目に登場したマークこと稲葉正男。高校時代からアートとヒップホップを愛していた。『罪』、『罰』ではアメリカ留学中のため出番なし。

女神異聞録　ペルソナ

「ブロンドヘアーが眩しすぎる二十代の女性でぇす！　お姉さんは元アイドルなんですって！　そりゃ、信号待ちでもオーラ出まくりだわ！」

5/4に登場するのはリサ・シルバーマン。通称ギンコ。生粋のアメリカ人なのに、母国語はすっかり日本語。カンフー映画好きでインチキ広東語も操る

ペルソナ2　罪　INNOCENT SIN 体験版

「トリッシュの好みで声かけちゃいました！　イケメンの二十代の男性でぇす。お兄さんみたいな刑事さんを目指しているんですって」

7/27に登場するのは『罪』の主人公、周防達哉。『罰』にも登場している。高校3年だった当時は兄に反抗していたが、すっかり素直になってようである。

ペルソナ2　罰　ETERNAL PUNISHMENT.

「口元のホクロが魅力的な二十代の女性でぇす。お姉さんはセラピストなんですって。癒されたいですよねぇ」

6/4登場の園村麻希は、1作目から出演。高校時代は体が弱い少女だった。『罪』でカウンセラー見習いとして登場したが、その後、資格を取ったようだ。

女神異聞録　ペルソナ

「仏頂面の…もとい！　え、営業マンの二十代男性でぇす。前髪で隠してるけどわかりますよ、額の傷。壮絶な少年時代がうかがいしれますね…」

8/18登場の城戸玲司は1作目から出演している。ワイルドな不良だったが『罪』では営業成績がよくないサラリーマンに。リストラされてなくて何より。

ペルソナ2　罪　INNOCENT SIN

「サングラスと腰まで伸びた長髪がいかつい三十代のおじ…じゃなくてお兄さんでぇす。お兄さんに職業をしつこく聞いたらすっげぇ怒られました。怪しいなぁ…」

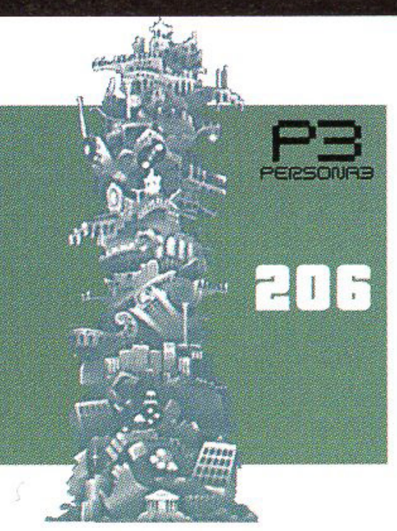
6/13は、『罰』に登場したパオフゥ。本名は嵯峨薫。盗聴バスターやハッキングなどの裏の仕事を営んでいた。そりゃ、しつこく訊いたら怒られるだろう。

ペルソナ2　罰　ETERNAL PUNISHMENT.

「個性的なショートカットが素敵な二十代の女性でぇす。帰国子女で英語ペラペラ。スタイルもいいし…リアル才色兼備ですね！」

9/21はエリーこと桐島英理子。1作目から登場で、『罰』では大学に通いつつファッションモデルをしていた。モデルの仕事はまだ続けてるのだろうか？

ペルソナ2　罰　ETERNAL PUNISHMENT.



特別課外活動部・活動レポート

1/25（月）　報告者：アイギス

今日は、進路指導が行なわれました。

"生きる"という意味が、まだよくわからないわたしにとって、将来の進路を決めるということは難問でした。そのせいで、担任の鳥海先生をやや混乱させてしまいました。

ほかの方にお聞きしたら、進路を答えたあとで先生は「ちゃんと考えて決めたんなら、口出しはしない」と仰っていたようです。ですがわたしのときは、少し違って、「口出ししない……ワケにはいかないわよ、それ。ちょっとアイギスそこに座んなさい」でした。

やはり、本当に人間らしくなるには、まだかかりそうです。進路が何かは……ヒミツです。その……少し、恥ずかしいですから。

1/26（火）　報告者：伊織順平

うっす、順平っス！

いやあ「恥ずかしい」と来たかよ！　もう十分に人間らしいぜ？　つか、先生に何て答えたんだ？　「立派な戦車になりたいであります」ってワケはねえよな。オレの夢はでっかく、桐条先輩口説いて桐条グループの社長になりたい！　……いや無理だって。

1/27（水）　報告者：岳羽ゆかり

えー、岳羽です。

順平。そんな野望抱くヒマあったら、在学中に一度ぐらい点数が3ケタの答案取ってみろつーの。つか、進路……進路かあ。

私は進路のさらに先、生き方そのものを考えたいかも。私の人生、どうなるんだろう。うん、ホント、未来を作んないとね！

S.E.E.S-R

Character Files

「知的で勝ち気な雰囲気丸出しの二十代の男性でぇす。スカーフやジャケットの背中にかたどった“1”のデザインは、こだわりなんですって！」

10/2は大人気の南条圭。通称、南条くん。桐条の出自、南条財閥の時期総裁。1作目から出演し、『罪』ではオックスフォード大学に留学中だった。

ペルソナ2　罪　INNOCENT SIN

「青い髪と化粧とギターケースでかっ歩してた二十代の男性でぇす。お寿司屋の修行とバンドを両立するお兄さんは、昨日お誕生日だったとか！」

11/16のお兄さんは三科栄吉。『罪』で登場し、ミッシェル、死神番長、パンツ番長などの異名を持つ。当時組んでいたバンド名は「ガスチェンバー」。

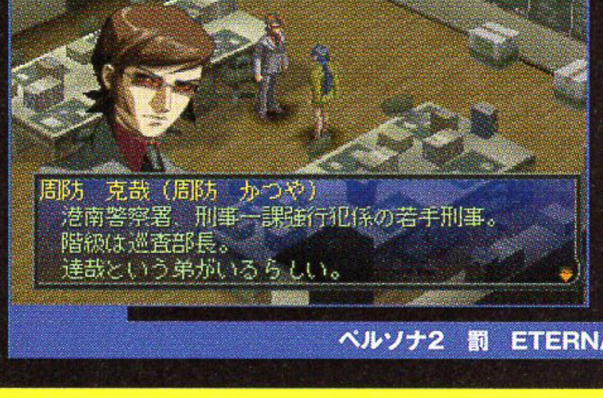
ペルソナ2　罪　INNOCENT SIN 体験版

「目の下のホクロで大人の色香全開の三十代の女性でぇす。お姉さんはフラメンコの心得があるそうです。バラの花をくわえちゃったりするのかな？」

11/30は『罪』『罰』に出演の芹沢うらら。下着メーカーの社員で、男運が悪い。結婚詐欺で自分を騙した男を殴るため、ボクシングジムに通っていた。

ペルソナ2　罰　ETERNAL PUNISHMENT.

「スタイリッシュなスーツの着こなしの三十代の男性でぇす。お兄さんは、お菓子作りが趣味の刑事さんだそうです」



12/30は、『罪』の主人公達哉の兄で、『罰』に登場する周防克哉。熱血刑事だが密かにパティシエに憧れてたという過去がある。猫とカレーライスも好き。

ペルソナ2　罰　ETERNAL PUNISHMENT.

Old Heroes & Heroines
懐かしの人々

懐かしのシリーズ過去作品のイラスト投稿も意外と多かった。せっかくなので、ここでまとめて紹介しよう。

神奈川県　カスミ草愛す

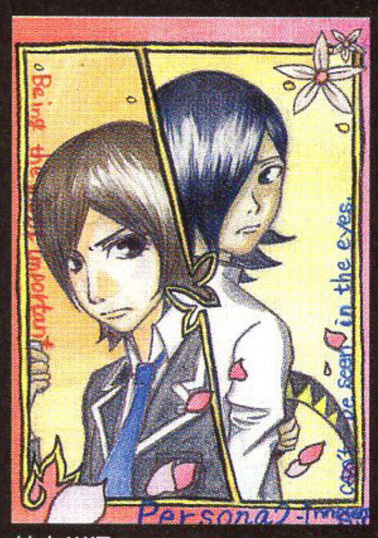
神奈川県　alliyah

兵庫県　卯桜琴

東京都　周防薫

神奈川県　カスミ草愛す

兵庫県　みゃむ



神奈川県　alliyah

大阪府　けいと

若いヤツらにゃまだまだ負けないぜ！

宮城県　罰

Illustrations Gallary

特別課外活動部・活動レポート

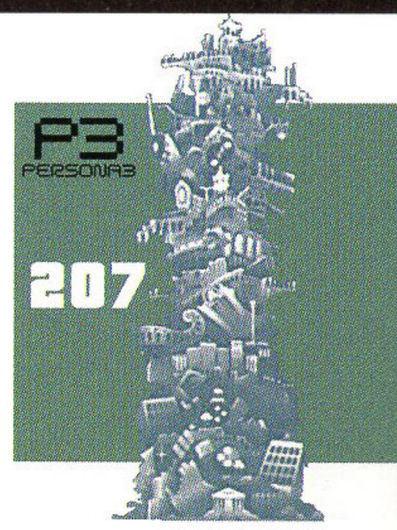
1/28（木）　報告者：山岸風花

こんばんわ、山岸です。
進路か……私は進学だけど、それはただ時間が欲しかったのかも。私、まだ足りないことばかりだから、まずそれを充実させたいと思う。それが正しいかどうかわからないけど、後悔はしないと思うんだ。だから……いまニュクスに負ける訳には、いかないよね。

1/29（金）　報告者：真田明彦

前に誰かが、この活動報告を連絡帳だと言ってたが、いまはまるで決意表明演説だな。
最上級生として後輩を導いていたつもりが、いつの間にかお前らは本当に強くなった。もう、先輩面はできんな。お前らは立派な同志、戦友だ。明後日の決戦日は、勝利をもぎ取りにいくぞ！　シンジも一緒だ！

1/30（土）　報告者：桐条美鶴

――桐条だ。
桐条の事故で影時間ができて10年、特別課外活動部を立ち上げて5年、そして君たちと出会ってから1年弱。長かったような、あっという間に通り過ぎたような、不思議な時間を過ごしていたようだ。
思えば、10年前のあの日から、我々はずっと妄執という影時間に囚われ続けていたんだろう。あってはならない時間に。
だが、それも明日で終わる。いや、終わらせる。ニュクスを退け、滅びを回避する。我々特別課外活動部の見せ場だ。
君たちへの礼は……無事に戻ってからだ。ひとりも欠けずに、帰ってくるぞ！

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